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OVERKILL ■ DOGFIGHT... AND MORE!

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TABLE 1

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■ ISSUE 13

■ CHRISTMAS 1993



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It may be the most advanced console on the market, but will the CD32 succeed? And what games are worth their salt? Check out our tremendous 18-page special!

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1994 is on it's way — you can bet your bottom dollar we'll be celebrating in full!

amiga
MAGAZINE

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■ CHRISTMAS 1993 ■

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Read all about it!

CD CHRISTMAS ISSUE!

Welcome, one and all, to the Christmas issue of **AMIGA FORCE**! This is an issue unlike any other — not only have we crammed in the regulars, the likes of *Uridium 2* and *Daylight* got the A1 review treatment and we've also put together the definitive guide to the CD-32!

But, we've covered much of the technical side before, but now that the games are arriving in droves, we thought this would be an ideal time to give you the lowdown on the latest and forthcoming attractions. There's *Zool*, *Grenin's* classic platformer, the latest on *Miraculous* and *Slingshotter*, a complete guide to the games you can expect in the next few months AND details on the machine itself, its capabilities, prospects and information on the many CDTV games that work with Commodore's 3.5-bit wonder!

As I said, it's not a matter of leaving *Amiga* computers on the sidelines. The budget side of things is alive and kicking — just look at *Knights of the Sky* to see what I mean! The mission making up the remainder of the **AMIGA FORCE** team had to drag Ian Osborne away from his machine to get the mag finished in time — he could hardly leave the game alone!

Your yuletide gift comes in the shape of a great calendar, so you'll never have reason to miss any **AMIGA FORCE** issues in the new year.

Have a great Christmas and a most 'er'lud New Year. For all you lucky enough to get a CD-32 for Christmas, keep this issue near at hand so you know just what's worth buying out there.



FORCES IN COMBAT...

Empire are to release the sequel to their later collection *Combat Classics*. Unsurprisingly, *Combat Classics 2*, the compilation features former MicroProse games, *Secret Service II* and *F18 Stealth Fighter*, as well as Empire's highly-acclaimed tank-ies, *Pacific Islands*.

Pertaining to a heavily CD-32, this pack's a must for strategy fans who have none of the games already.

SURE PLAYS A MEAN PINBALL...

A two-game compilation featuring the highly-acclaimed pinball-ies, *Pinball Dreams* and *Pinball Fantasies*, is set to be released by 21st Century Entertainment.

With their scope of eight tables, the games have long been regarded as the best computer pinball-simulators out. The intelligently designed tables are packed with features, the ball movement's extremely realistic and the graphics are outstanding.

The earlier game, *Pinball Dreams*, was packaged with many Amigas but if you own neither game the two-pack's a real bang, even at £24.95.

Pinball Special Edition hits the shelves on 11 November — look out for a full review next ish.



ON THE LE



SEASONAL GREETINGS

Domark are to release an update disk for their acclaimed *Championship Manager 94*. Releasing at £9.99, it provides all the necessary information enabling you to update the aforementioned game, with all pre-season transfers, management changes, promotions and relegations that have occurred since the end of last season. For example, 'ol' Cloughie's gone and his son's moved to Liverpool, Glen Hoddle is the player-manager of Chelsea and Watford's gone to Bradford. Birmingham City are still crap.

The game should be the shelves any day now.



CREW CUT

Core Design's first CD-32 release is set to be *Skeleton Crew*, a game designed specifically for the machine.

At the time of writing no further details were available, but we assured we'll bring you an in-depth preview as soon as possible. It's great to see one of the UK's premier software houses developing CD-32-specific games, and if others follow suit the machine should be a big success.

RAY'S A LAUGH

Seismic Video have unveiled yet another joystick, the £75.99 Delta Map. The stick features a 'comfort grip' handle, nine high-quality microswitches, five fire buttons (1, auto and rapid fire functions and an extra long connector cable for more movement [shout]).



COMMODORE IN A1200 FURORE

Commodore are producing a new A1200 bundle for the Christmas period. The Desktop Dynamite pack costs £349, but is loaded with £110 worth of software including games, *Genie* and *Ocean*, and productivity titles, *Microsoft V2*, *Print Manager* and *Deluxe Paint 4.02A*.

Desktop Dynamite replaces all A1200 bundles currently available, including the stand-alone model.

LEVEL...



HMM GAMES
LEVEL ONE

HMM Games have unveiled what they describe as 'the world's biggest and best-devised video games department' in Oxford Street, London.

Customers enter the store, called Level One, through a 'light tunnel' opening into a 6000 square foot arena featuring chroma-keyed 'surround sound', a video games challenge area and mood altering lights. HMM describe the project as 'virtual retailing', obviously keen to incorporate the latest buzzword into their publicity material.

The store stocks over 5000 titles, across all computer and console formats.

CORE-KERS...

Core Design are to launch a new budget label, *CoreKers*, featuring their extensive back catalogue. The games sell for £4.95, though this price point is being kept flexible, allowing package and disk-intensive games to hit the shelves at a higher price.

The first batch of games hitting the shelves this month include the rather odd *Cooperation* (shown here), *Crack Rock*, *Torvak*, *The*

Warrior and

Warrior.

It's always

great to see a

new Amiga

budget label,

so good back to

the guys and

girls at Core.



ON YER BIKE!

Gold, creators of *Fire & Ice* and *Urban 2*, are working on a motorcycling simulation. Modelled on the Australian 500cc KTM Motorcross, the game's to feature world championships, single races, 3D terrain, user-defined team options and pits with start-up facilities.

Gold's publishers Panegyric are, by way of promotion, sponsoring the leading KTM rider in this year's championship, Great Britain's Jeremy Whitley. Their logo is featured on all team bikes and riders in the 125, 250 and 500cc championships. KTM and Jeremy Whitley are also providing technical information for the programmers' use.

KTM Motorcross hits the shelves in mid-1994.

News!

GAMETEK GET SHIRTY

Gametek have produced a limited edition T-shirt promoting this month's new reviews.
Price: — £16.5

Featuring the hoopied planet and game logo as seen on the box, the shirt looks far more subtle than the garish monstrosities associated with many games.

The T-shirt costs £9.99 plus £1.80 p&p and is available only in extra large. Order forms are given with the game.



MOST EXCELLENT!

Following the success of their "The Greatest" collection, compilation kings Deus Jolly are poised to release a further compendium of best-sellers under the title "Excellent Games".

The games on offer are Populous 2, Another Macaulay's Pool, James Pond 2 and Shunt. At £24.99 for four games they're not cheap, but aren't exactly modern prices. A lot of effort's been put into this collection (though not the rather lackluster title), with virtually all the games scoring highly at full price.



DOUBLE ACT



Intergames no longer develops for the Amiga (poor!), but they're squeezing every last drop of blood from the market with three two-game packs.

The Dem City/Populous pack has been available for some time now, but is to be re-released with completely revamped packaging. Dem City also features alongside Camerage in a



separate pack, the third offering being Tetris? Colors.

The Dem City packs originally did really well offerings, but at £29.99 they seem a little overpriced for such old games. Still, if you haven't played any of them, you don't know what you're missing — check out the Dem City line for the original full-priced copies first, though.

Top 20



Spain Hull storms up their charts, pushing Demark's hockey sim into second spot.

- 1 **Space Hulk**
Electronic Arts
- 2 **Championship Manager '93**
Demark
- 3 **Hired Guns**
Pygmalion
- 4 **Freemurder Manager**
Demark Graphics
- 5 **Project X**
Team 17
- 6 **Syndicate**
Electronic Arts
- 7 **Graham Taylor Soccer Challenge**
Boss
- 8 **Scrabble Soccer '93**
Pygmalion Multimedia
- 9 **Real**
Virgin
- 10 **Alien Breed: Special Edition '93**
Team 17
- 11 **Baylight**
Interzone
- 12 **Links - The Challenge of Golf**
Kix
- 13 **Combat Air Patrol**
Pygmalion
- 14 **F1T Challenge**
Team 17
- 15 **Flashback**
US Gold
- 16 **Gunslip 2000**
MicroProse
- 17 **Overdrive**
Team 17
- 18 **European Champions**
Demark
- 19 **First Division Manager**
Demark Media
- 20 **The Patriot**
Asian UK

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- ★ **ACTION REPLAY** - Replays multiple angles, slow motion, stop action, zoom, freeze frame, and more!

Includes 1000 personal and club names, 1000 players, 1000 referees!

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Just aroll the Corn

More polished performers on their way — don't be surprised when you read reviews of some of these games in other mags. They aren't yet finished, but this doesn't stop certain cynical reviewers rating them.



DENNIS ■ Ocean

Trust Ocean to come up with the goods — whenever there's a film licence up for grabs, an Ocean accountant's always there with a cheque book at the ready.

This one's based on the film which is based on the cartoon which is based on a grubby little teenyweeny called Dennis! Well, why not? Tiny terrors are in fashion now — just ask McCauley Culkin!

The film bombed in Britain. It gained a small cult following among the kids, but never reached the pinnacles of critical acclaim enjoyed by Home Alone and the like — it was too far right for parents on the beach-leaps. I suppose. The jumping on the beach-leaps, I suppose. The Channel 4's The Big Breakfast. Perhaps Chris Evans couldn't tolerate another nauseating fool who looks about eight on the show.

Of course, none of this should test any doubts on the game. Look at Navy SEALs — the film sank like England's hopes of reaching the World Cup final, but the game did extremely well. There's no reason at all why Dennis shouldn't follow in its footsteps.

No release details are available at the time of writing, but rest assured we'll bring you more news as it's made.



STARDUST ■ Bloodhouse

When I showed you this one a while ago, but it's come on quite a bit since our last preview and now we give you a second glimpse — any excuse to print those gorgeous graphics...

There's not much of a plot to speak of — it's Asteroids, basically. However, it's been updated to and — check out those sexy graphics. There are power-ups on offer, and off-level saddles, and a smoochy tunnel section to boot.

Perhaps the best thing about Stardust is it only costs £19.99. And did we tell you about those gorgeous graphics?



Under!

Previews!



MAGIC BOY ■ Empire Software

No, Magic Boy isn't a strategy tapping device for handless Nintendo; it's a smoozy cartoon platformer from Empire.

The Magic Boy of the title's a rather bad wizard's apprentice. Not the brightest of beings, he's always forgetting to do really important things and as a result the wizard's monsters have escaped. Luckily, the wizard had gone away when it happened (leaving the boy wonder in charge — makes you wonder about his intelligence, doesn't it?).

Does this sound like a good excuse for a cutsize platformer set against the clock? You bet your magic wand it does.

Set across four separate worlds with unique graphics and monsters, the game contains a total of 161 levels, 32 of which are hidden — that should stop platform prodigies complaining it is a waste!

Numerous hidden features are an offer, such as special weapons, invincibility potions, hidden blocks, extra lives, extra continues, escape to the next level and bonus points.

For once the programmers include a password system so you can complete the game in blood-streaked chunks, though their eight entry points could prove to be spread very thinly across 95 levels.

Magic Boy comes to you courtesy of the team behind the award-winning Pipe Dream, and should be ready to review fairly soon.



SCRABBLE ■ Supervision

How many of you are getting Scrabble for Christmas this year? Come on, own up... It's not as flashy as the latest super-duper-mortal with loads of flashing lights, but I bet it's a damned sight more fun.

Trouble is, you always need friends to play it with. If you have none, or the only person who wants to play is your smart-arse cousin who always gets 'As' for English and reads dictionaries for pleasure, you won't get much of a game. Until now! Supervision, who are also working on conversions of Monopoly and Cluedo, are to release Scrabble for the A1000.

You can choose your opponents from the nine personalities on offer, each of whom has nine levels of strengths and weaknesses. The game follows the standard rules of Scrabble, with the computerised opponents playing for so it's damned intelligently. The in-game dictionary contains 50,000 words, and there's even an on-screen tutorial option.

With such a large dictionary it's unlikely there'll be a 96-bit version, but on the A1000 it should be great. Smelly might have a few problems, though — all the words he knows are one syllable!





MEAN ARENAS

Ice
CE's forthcoming attraction, *Mean Arenas*, is not what you expect. The best way to describe it is as a cross between Pacman and Simsim 2, only twice as good and very playable!

As a contestant on *Mean Arenas*, you have to traverse the mazes of the gameworld, collecting the goodies, pursuing bonuses and avoiding the different enemies buzzing around the place. Weapons can be collected to help you through the various stages, but mostly, you have to rely on skill and judgement to make it through intact.

The hosts of the Channel 27 TV show are real characters, providing commentary as you play. He took a bit more the full chap: "Yes indeed" retorts the ear-ragging fat bloke, in a passable Mr Bean imitation. The audience claps when you perform a good move or take out one of the robots, while you audibly join in the "Goochie!" when you take a hit.

There are tonnes of levels, each introducing new concepts and obstacles. Transient from one side of the arena to the other, but watch out for any robots waiting in the wings! You also

have to deal with ances fired, spring when you sleep on a pressure pad, *Indiana Jones*-style rotating balls and switches changing the position of walls.

The enemies come from the cornea of the screen in a Pacman, while this also pays homage to the classic gobble-*on-up* in the way you need to collect pods every step of the way before the level can be completed.

Levels include the *Rede Arena*, full of mutated cyborgs and dangerous *Acidoids*; the *Dungeon Zone*, which comes complete with medieval traps and traps; the multi-coloured *Rainbow Arena* where you face the prospect of riding on a speeding chair-lift and dealing with flame-brothers and *Acidoids*; and *Starship Zone*, complete with cartoonish balls to blow you off track and mines to blow you off screen.

Although rather minuscule, the birds-eye view graphics are very smooth, detailed and attractive. The playable demo we had was one of the major attractions of the month — we're looking forward to getting our mitts on a fully reviewable game in time for the next issue, so be there!





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Allows the use of random memory instead of Registers - very useful for many programs.

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FORCE

ning mail

If you're something interesting to say on Amiga, the **Amiga** and the **Amiga**, then it's down on a piece of paper and send it to: **FORCE MAIL** Every letter selected will see **unfolding gratitude**. **Chris** has taken a break from the letters this month after suffering a low blow while playing football. **Serve** this right for **congratulating**. If you wish us, **Raymond**, the **office** **congratulations** for **should** that be **John**? **Lee** **Graham**, has **dropped** into **Chris**'s **also** **about** — **normal** **service** will **renew** next month!

Sign of the Times

Dear Phil,
Could you please sign and return this postcard?
**Shawn Winchester, Upper Killybeg,
Dumfries**

■ Phil's gone and our new **God** has taken a knock during a rather visible tussle match — will it do?
Sam

Platform Programmer

Dear Alf,
In August I got an Amiga 500, and I want to program a platform game. Where do I start?
Philip Connolly, Stratford, Manchester

■ I can't think of any platform equivalent of **DELUXE**, so you'll have to learn to juggle. **Emerson** **Roberts**'s **AMIGOS** is an excellent version of **AMIGOS**, you could use the **source** from **start** here. Alternatively, get yourself a good book on assembly language and good luck — you'll need it!
Sam

Seedy Dealings

Dear Alf,
I have enclosed part of the application form for the **CDTH-CD32** User Group. As you can see many offer a monthly newsletter, software reviews, news, shopping service and the like of **CDTH-CD32** titles all for only £4.95 a year!
After sending the £4.95 to the user group (see by G. Diggle), on the understanding that I could receive five CDs, I was informed through the newsletter that this service costs a further £20!

CD Spoilers

Dear Alf,
Are there any plans for **Monkey Island 3** on the Amiga? What's LucasArts' next Amiga adventure to be?

Until now you've been comparing the **CD32** to the **Amiga** CD. **Boys** have also got a 3D-bit machine in the office — the **Sega Saturn** will be ready by 1991. Also, **Nintendo** are planning a 64-bit machine, called the **Ultimate Game Machine**, and by July I bet it's gonna be a **cracker**! What are **Commodore**'s plans for after those two beasts have been released?

Jody Lancaster, Doncaster, S. Yorks

■ There are no plans to release **Monkey Island 3** on the Amiga, but there's a whole batch of **quest** adventures now being released in a budget. Check out **LucasArts**' **ignoring** classic **Lucas** on **Kase XL** — it's a little easy and the graphics aren't as good as those of more modern offerings, but the storyline makes you **crave**.

Doesn't it get to be CD-based console selling for under £200 would be impossible for at least ten points, so it shows how much they know. Also, did you notice that reports of these **unreliable** brilliant machines only come out when the **CD32** started hogging the headlines? Could they be **spoilers**, put out to make people wait and see what's around the corner instead of buying **Commodore**'s **new**?

I've all wanted to see what the next machine's

I have, of course, written asking for my money back. Other readers take note!
Al Hilberry, Norton Apriline, County Durham

■ Hm... if the group are deliberately hiding changes or misrepresenting their services, they could be selling very close to the wind. If you're considering joining the club, make sure you're aware of the exact charges before parting with money.
Sam

Adventure Antics

Dear Chris,
First of all, thanks for putting together the best Amiga mag on the market. However, I have an idea to make it even better! I notice that you don't have an adventure helpdesk page. Okay, you do put hints and even full solutions in playing tips, but this leaves little room for the game tips.

I think that this would be a very good addition to an already super magazine. I hope you do too!

Paul Walker, Warrington, Cheshire

■ Although we like to put as many solutions and game tips in each mag as possible, introducing a new section, forsaking other popular games in the process, may not be too popular with everyone else! However, the jury this side is still out on the idea, so it's over to you, readers — enough interest and we'll consider just how to implement the idea of an adventure-only tips section!

Sam

like we'd still use **CD32** to 'cos no one would have bought, or developed for, the **Speccart**. It's always been to be cautious when spending out hard-earned cash, but let's not take it to extremes — **Commodore** have a potential blockbuster in the **CD32**.

Sam

Late and Irate

Dear Alf,
Why were you so far behind with your review of **Control** on **Amiga**? The other Amiga magazines reviewed it over six months ago, but you didn't get it 'til your November issue! This isn't the only time you've been caught napping either — get your act together, Alf!

Andy Sumner, Bedford, Essex

■ Regarding **Control** on **Amiga**, what did you first see it in the shops? We weren't late at all with our review — in fact, we were the first magazine to review the **AMIGOS** version! Our pre-production copy was sent to us in the **CD32** program, got it back from their duplicators, and as this was right on our deadline I'm sure you must agree that we were actually very early.

We **REVIEW** review unfinished games. It's impossible to rate and evaluate software that's still in development, as it forces magazines to overlook potential flaws that may (or may not) be corrected during playtesting. I realise many mags rave about the game long before their long-awaited review could get their hands on it, but doesn't this make you wonder how much of it they actually want to add insult to injury, at least one of the major offenders, actually has the cheek to claim they don't review unfinished games, either!

Make no mistake, **AMIGA** **FORCE** will never resort to such gutter tactics to gain an exclusive. When buying an expensive piece of software you want clear buying recommendations, not educated guesses — far better to wait for our assessment than take a risk on some of our competitors'!

Sam

Gamer's Hell

Dear AF

In your opinion, what's the worst Amiga game ever? My vote goes to Super Space Invaders, as it's boring, dated and not worth anything like £25. There are loads of Space Invaders clones in PD, so why fork out for this effort?

Phil 'Moto-Em-Up' Andrews, Barnstable, Devon

■ Super Space Invaders was certainly overpriced before, but it's not bad now it's on budget. Besides, is it really that bad a game in its own right? We don't think so — it got 70% in Issue Eleven.

As for the worst ever game, let's take the term... **HA!** — 40/4 inches, definitely. It sports size with only two teams in absolutely a non-sensical even without the dodgy sprites, warped (and) too impossible controls. Scoring a less-than-impressive 1%, as a budget release, my personal mark would be 2%.

MARK: — The biggest pile of poo I've come across has to be MacBerrony Round. With a lack of tie-in, completely turgid gameplay and life in the way of design, this doesn't even warrant a budget release.

CHRIS: — Apologies for me, I've never loved videogames anyway, but this crappy collection is so badly programmed it's almost unplayable. Bad graphics, ridiculous interfaces, ridiculous waiting times... has this got anything going for it? — So there you go — of course in the early days of the Amiga there were plenty of bad games, but as these are largely forgotten we've concentrated on recent rubbish.

Am

Life, The Universe and (almost) Everything...

Dear Fettes

What's the meaning of life? If it were the Sixties I'd probably answer 'sex, drugs and rock 'n' roll', but it's the Nineties now, so it's 'Amiga, poshick and games' to me. Or better still, 'Amiga, poshick and games, games, (LAME)!'.

Right? Right? For why do software houses make my life a misery by making their games so bloody difficult and giving them a price tag that's extremely dangerous to your health? What's the point of spending £500 machines (about £100 on Project 2 if you can't get past the first stage)? What's the point of designing brilliant games like those in the Magus if I can never when no one is going to see anything before the first screen? I for one don't want to suffer a nervous breakdown every time I play the game. Why should I risk my health playing something that costs me two weeks' pocket money? Aaaaah, I'm going to bite my tongue! Software big heads, please take note — be sensible. We're not psychopaths or masochists.

Thomas Broutson, Ashton, Greater

■ You can get a £20 game by leaving two weeks' pocket money? What did that have to be a millionaire? Seriously, setting the right difficulty level in a game is always a tricky thing — too easy and it's no challenge, too hard and you never get off the

first level. You're right about Project 2 as well — the original version was right-on impossible, though they reduced the difficulty level for the budget release.

As for the meaning of life, as Douglas Adams has everywhere well known, it's 42.

Am

Dynamic Decisions...

Dear A-FORCE

I'm 12 years of age and it's my birthday soon. Hopefully I'm getting a new computer — I already have an A500+. Should I buy an A1200 or wait for the A2000 instead?

I also want a really great flight-sim that's compatible with the A2000. Which should I buy?

After two years in the A2000 I've got a lot to learn with the graphics. Everyone I know has an A2000 and the graphics are amazing.

If you don't print this letter... (snip!) — Ed.

■ We decide what we print first, there's no rule breaking yet!

If you're into flight-sims there's no point buying a C200 yet. It has no keyboard and cut the time of writing no dedicated flight-sim. If I were you, I'd wait on an A1200 and wait for the promised C20 add-on to materialise — that way you can still play your A500+ games if any are incompatible, get your new PD library about Release 3.

The best available flight-sim is (without a doubt) Gunship 2000 from Microprose. Due to its first based on food-wing aircraft is Knights Of The Sky (Kix XL), reviewed this very ish, though if it's high-speed just you're after, check out F18 Stealth Fighter, also on Kix XL.

Am

That man Thomas Broutson from Greater not only sent us a cool letter, he also produced this rather spiffing Amiga piece. Good, eh?



Letters!

Nothing New Under the Sun...

Dear AMIGA FORCE

After losing interest in computers due to so many crap titles hitting the shelves, I'm having another crack at it to see if any originality has crept in. It seems the software companies need a book-start to help them produce games that are actually worth playing.

My heart goes out to those who remember the classic such as Intuition, Dan Davis Green Beam, The Eldorian, Beyond The Forbidden Forest, Falcon Patrol, Dropzone and Trailblazer to name but a few. That was the standard set by C64 games, and look what it's dropped for.

Come on software houses, get your priorities right. Stop wasting money on big name licenses and try to do something different! Here's looking forward to Flocor — Eric S.

Darren Lonest, Hastings Hill, Bedfordshire

■ Generally speaking we agree with you, but the old C64 scene wasn't an endless stream of unbridled originality — indeed, for all their quality some of the games you mentioned are clones and/or unoriginal.

Regarding bad licenses, the answer is in our hands. Why should software houses do anything original if people buy crap games on the strength of their licenses? Ocean's WWF, for example, was rightly slated in the Amiga magazines yet it still hit the Number One spot. Remember, if we don't buy 'em, they won't make 'em...

The most original games in the last few years were Populous and Lemmings, and they were both great — come on guys, let's have more of that!

Am

Letters!

Do Not Pass Go...

Dear AF:
Why oh why oh why (don't start that, you sound like "Points Of View") — did some software companies put level codes in their games? I have several games on my shelf which I use. I'll never complete because I'm so bored as hell with the first few levels, and don't want to play the game for two to three hours before seeing anything new.

[The arguments against level codes are pretty predictable. "It would be finished too quickly" screams the software company. Which to say

what's too quickly anyway? This is a sure sign there's very little to the game, if they're scared about the gamblers having a level before they've won everything it has to offer (fair point), why not put the code for the second level at the beginning of the third, the third level code before the fourth, etc? Even after you've completed Level One you'll still have to play it, offering plenty of opportunity to explore it, but as soon as you finish Level Two (to which time the first is becoming boring) you get a code. Now you can fully explore Level Two while working towards Level Three.

The other argument against codes is that they're printed in magazines (and after the game hits the shelves, I don't agree with this attitude — no-one tempts the purchaser to use them, and after all it's his money). Also, what's wrong with giving a game its own individual set of self-generated codes (I doubt, to producing, say, a dozen different sets to make printing them impractical (Bill's Formula Game)?

There's nothing worse than ploughing your way through the same old levels time and again. Many gamers don't have the time to sit in front of their computer for the time it takes to complete a game from scratch, so, software houses, the lack of level codes prevents them seeing a portion of your latest masterpiece.

Robert Shaw, Truro, Cornwall

■ Couldn't agree more Rob — what do other readers think?
Ian



amiga FORCE Reader's Charts

- 1 Sensible Soccer
- 2 Championship Manager '93
- 3 Formula One Grand Prix
- 4 Syndicate
- 5 Lemmings 2

AMIGA FORCE Readers' Chart!

Finally up and running, the Readers' Chart is fast becoming one of the most popular items in the magazine (well, most of the mail concerns it anyway). After last month's fun trying to sort up all of the scores, we invested in a brand new calculator, logarithms and all those silly buttons on the top of these scientific jobs (is it difficult enough finding the Oh button these days with all that clutter, yet we reckon that it's all there just for show — they don't really have any use at all but to make students and accountants look good (I don't know, they need something).

Anyway, enough small talk — if you want to cast your vote, fill in the coupon below and send it to READERS' CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JH.

Once again, Sensible Soccer scored with the voters, claiming that prestigious number one position, but Championship Manager and F1 are slowly catching up! Syndicate bursts in at number four, proving that our readers are more than just sport fanatics, while the evergreen (pennings 2) hangs in at three at number five. My name's Brain Brookes — good night.

Shining Wit

Dear Foks:
I want to mention Robot once, it was voted. Fred James, Exmouth, Devon

■ If brains were dollars, you'd be a double (hand)!
Ian

Poor Sucker

Dear Foks:
What sort of psychos do the readers prefer? I use a Kwik Speeding for just about everything, but for right-overs you need a crash-grip emergency light handle model with four strong suckers on the bottom.

Which brings me to my main point — how do you get the bloomer things to stay down? Mine comes free at the slightest tug (oh, painful! — Oo, and refuses to grip the desk, whatever I try. Any type would be greatly appreciated.

Jay Pilot, Edlington, Birmingham

■ If you stick a piece of self-adhesive vinyl floor covering onto your desktop — you can get it from any DIY shop. Your suckers should find this much easier to get to grips with.
Ian

The most important games in my life right now are:

1.
2.
3.
4.
5.

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■ **ISSUE TEN:** The new look continued! Wild Guns review! Bend Sinister, Infer 3, War in the Gulf all tipped. Strategy games roundup!



■ **ISSUE EIGHT:** Amiga CD32 revealed! Tips and maps galore for Morph, Body Blown, Flashback/Sink or Swim and Lemmings 2!



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FRONT

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Back in the days of tape-decks and double-figure Flim, Elite stood out from the dross (even the so-called classics) as a game way ahead of its time. It was a hit on every 8-bit machine around, even being ported over to the Amiga some years after its original release. A sequel had to be forthcoming, although it's been five years since the project was first announced — has the wait really been worth it?

In a nutshell, it most definitely has. *Frontier* doesn't just pick up from where the last game left off, it adds thousands of planets, new systems, far more in the way of gameplay experiences, and offers a game surpassing all others of the genre.

Beyond and back again...

While our expectations of *Frontier* were pretty darn high, we didn't really expect it to be so gob-smackingly good! First off, the graphics — the depth, realism, speed and detail are all stunning. You can land on planets and even see the detail on the signs and banners on the various buildings. Such intricate detail on such a vast strategical game is almost unprecedented.

The trading concept behind the original Elite remains, although, once again, *Frontier* expands upon and updates these ideas. Each of the many solar systems has its own imports and exports (both major and minor) allowing you to trade wherever there's profit to be made.

On top of that, when you land on a space station or planet, you can check out the bulletin-board detailing jobs and tasks on offer. These range from delivering parcels on certain systems or planets to assassination deals. You can also join up with the Federation or the Empire, carrying out specific tasks within a timescale to earn yourself a whole load of credits.

Draben Strikes Back

The scope and depth of *Frontier* are where the addiction lies. No longer are you limited to just one ship — there's a wealth of new battles in offer, as well as new fittings and cargo. It's important to emphasise the freedom this offers — you could go through your entire existence simply

trading between two stations, even in the same system as the prices fluctuate on the stockmarket.

However, for those slightly more adventurous, you can venture into mercenary work, transporting illegal goods and carrying some pretty dodgy characters. You even get the chance to employ crew, although you need a slightly bigger ship than the one you start with.

The spec of *Frontier*'s mind-boggling. Planets are formed as you play, with something silly like 100,000,000,000 actually there. It's pretty unlikely you ever visit all of them, and anyway, not all contain space stations or are habitable. There are 62 basic missions in the game, again, experiencing yet alone completing them is pretty tedious.

Remember, they aren't there to form the game, just to complement it. Your main aim in life is to make money, lots of it, so you can buy better equipment, high-tech craft and improved weaponry. Making a few enemies along the way's just and part of the trade, I'm afraid.

Generally, the control system has been fiddled up, so it's easy to figure out from one system to the next, as well as track down appropriate planets and stations. It can be a bit fiddly to begin with, but a little practice means you move around the different worlds almost at will.

There's the odd flaw, though. I wasn't particularly enamoured with the combat, not at first anyway, since your craft's seriously under-powered and alien ships are far more intelligent. It's not so bad since you've upgraded weaponry, but, if you start out and find yourself in a battle, your missile has better connect otherwise you're in deep, deep trouble. At least you can throw out the odd distress signal in case a friendly soul's passing.

With so many icons and components to pick up, *Frontier* undoubtedly takes a lot of playing before you're even adept at controlling your ship. That's not a complaint, though; you can be assured this represents amazing value for money because it's sure to have you hooked from the second the title appears on screen.

Frontier is an essential buy, miss it, and you're not only missing out on a piece of history, but also one of the best games ever devised.

“The spec of Frontier's mind-boggling”

Mark!

Rave review!

lan!

Wow! This is one stunning game. You need to take a deep breath before even beginning to comprehend the sheer playability on offer.

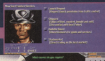
This is definitely one of those games taking a lot of getting used to, but boy is it worth it! As Mark said, there's so much to get your teeth into you'll be playing this for months without even beginning to scratch the surface. With thousands of planets to visit, deeds to be struck and, most importantly, money to be made, time just seems to fly by.

Frontier takes the concept created by Elite to awe-inspiring levels of excellence. This won't become a classic, it's one already! Well worth the wait. I expected a great game, but nothing of this magnitude. Buy it! ■

TIER

ELITE

II



Frontier soon gives the chance to visit our own solar system.



amiga FORCE Rating!

DEVELOPERS: DAVID BRADEN

ESRB: 2
PLAYERS: 1
GENRE: SIM/STRATEGY
1000 COMPAT: YES
NO INSTALL: YES



Absolutely stunning. The play, testability and atmosphere are second to none.

96
23

CHRISTMAS 1993

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THE AMIGA FORCE GUIDE TO THE AMIGA CD32!



■ CHRISTMAS 1993 ■

amiga

25

Feature! Cd!

CD32

The computer industry's littered with so-called 'wonder machines' quickly consigned to the silicone dustbin. Will the CD32 go the same way as the Jupiter Ace, Konix Multi-System, Sinclair QL and Commodore's own CDTV? Despite teething troubles, IAN 'THE OPTIMIST' OSBORNE says NO!



Despite producing some of the most popular home computers of all time, including the current market leader (the Amiga at least), Commodore have been guilty of squandering marketing gaffes over the years.

For example, the first Amiga (the A1000) was horrendously overpriced and initially marketed as a business-only machine. Their latest-end, 16-bit versions suffered rapid price drops, leaving those who paid the higher price cheerless. Also, potential purchasers were reluctant to part with their money for fear of another price-crash, who

could forget the infamous A500+ episode when the new machine was superseded by the A500 within months?

The CD32 has also suffered unnecessary blowups. Even so, its sheer quality and Commodore's foresight in designing a very expandable machine will win through in the end.

Early Offerings

Commodore's previous CD-based offering, the CDTV, can hardly be considered a success. Initially, comparisons will be drawn between it and the new machine based on the A500's 16-bit architecture. The CDTV was sold as a stand-alone console and later as an add-on for the A500/A500+,

and the A570 (the A500 lacked the necessary through-ports).

Unfortunately, its ridiculously high price point (initially £800) put it off all but the very keen or very rich, its low user-base in turn made software companies reluctant to invest in development, making the machine much less

attractive to potential purchasers.

Not so the CD32 — £299 isn't exactly small change, but it's pretty good for a 32-bit console on the white-hot cutting edge of technology.

Compare this with Sega's Mega-CD system which sells you back CDD for a '16-bit machine with only 128K of enhanced RAM' (the CD32 has 256K), and has to be connected to a Mega Drive costing at least another £100! Hardly a rip-off, is it? The industry's reaction to the new machine is extremely positive too, with most major developers planning CD32 releases.

Another reason for the CDTV's failure was the strange marketing policy adopted by Commodore. Independent computer stores were all but prevented from selling it at all. Commodore

insisted that the initial were located in back streets above chip shops and populated by spotty kids in anoraks. No wonder current head of sales, David Phelanine, commented that Commodore have some 'very talented, sales-evidence experts' in the past! Hopefully, they learn from those blatant blunders and market the CD32 without alienating ANY potential customers or retailers.

A very positive thing to come out of the CDTV episode (apart from the CD32+competitive issue — see pages 34-36 for details) is the experience gained from this early foray into CD technology,

enabling them to produce a marvellous machine in record time with very few teething troubles and hold-ups.



It's A Funny Old Game...

When the Mega Drive was launched in the UK, Sega spent a small fortune developing *Sonic the Hedgehog* alongside the machine. Likewise, Nintendo's SNES was launched with *Super Mario World* a huge game which (like *Sonic*)

cost a phenomenal amount to produce. Their investments paid off, however.

It's far easier to hype a game or a character that put a machine, and refusing to license their conversion to other formats would — unless you bought a SNES or a Mega Drive — you couldn't play *Mario* or *Sonic*, respectively. And that's it they got!

Unfortunately, Commodore have failed to develop a game alongside the machine and they also kept many major developers in the dark until six months before the CD32 hit the streets.

Keeping the machine under wraps until the champagne of lowered launch was an inspired move, preventing gossip and the speculation watering down its impact, but it did mean that few games were in existence at the time of launch.

So what does the CD32 bundle actually contain? Apart from the console itself (obviously) there are two games on offer — *Diggers* from Microman and *Pinball* Software's *Click*.

Diggers (reviewed in issue ten, 87%) is a Lemmings-inspired shoot-'em-up where you



Can it last?



control a team of miners in search of gems. The Amiga-owning community are sold straight down the middle on this one — many (myself included) find it no fun at all, but it does have its fans. Less open to debate is that it doesn't show off the machine to its full capacity, its tiny sprites having little (or no) potential for flashy graphics and animation. In itself this is no bad thing, but it makes the game an odd choice for the CD32 bundle.

The other packaged game (Ocean) stole the show at the launch party, its colorful, cartoonish graphics and fast-paced gameplay showing much promise. However, the enhanced CD-specific version wasn't ready in time to package with the machine — early bundles contain the standard A1200 version with only seven levels (the CD32 version has nine) and no real sound. At the time of writing, no upgrade service is planned.

Finally, being produced by independent third parties, neither of the games are unique to the CD32. Resisting a release to a specific machine might sound like a cynical marketing tactic, but if the game's good enough, it sells — again ask Sega and Nintendo.

It's not all doom and gloom on the games side — for fans of Commodore's realistic licensing policy has ensured the major developers are more than willing to produce CD32 games, but a hurried blinder does seem to help the machine through those difficult first few months.

A Growing Market...

The CD32's initial lack of a floppy drive, keyboard and mouse might also encourage a 'real and real' attitude. Commodore are currently addressing this situation, planning the imminent release of an expansion set enabling the CD32 to function as a straightforward A1200, and also a CD32-on-for-the-A1200 disk.

Raytracers are essential for light games which usually delegate many of the player's functions to

the keys. Virtually all adventure and strategy games are mouse-driven, and all these games would benefit from a floppy for saved game positions.

The CD32 already has the capacity to hold a saved game using non-volatile RAM (a sort of battery back-up system that doesn't need a battery), but the 1K of memory given over to this is hopelessly inadequate for complex situations.

Fans of the more cerebral games could become the machine's most ardent supporters. How many potentially great RPGs, for example, have been ruined by endless disk-scouring and swapping? As a CD can hold 600Kb of data compared to a floppy's 800K, this could soon be a thing of the past. Can you imagine a fight-aim utilizing the



Compared to Sega's front-loader, the CD32's top-mounted hatch feels bulky and cumbersome, and you can actually fit the lid while the CD's spinning. The volume control looks as if it'll fall off within a week (don't worry, it won't — it's far stronger than it looks), and the popcups are incredibly ugly and resistant to use.

But that any of this should put you off buying one — it's a quality machine and the market will soon be awash with alternative controllers anyway, but it's a pity it doesn't look as good as it performs.

On The Up...

Like most Commodore products, the CD32 has come in for more than its fair share of denigration in the computer press. Not one's denying the CD32's technical qualifications, but the big question mark is over Commodore's ability to market it successfully.

For once, though, they seem to be on the right track. The launch party was a disaster, creating a real buzz in the computer industry and leaving the machine under wraps beforehand, increased its impact dramatically. Not developing a monster game side by side with the console was a mistake. But Commodore's policy of encouraging third-party manufacturers to produce add-ons, and a software licensing policy that's far less restrictive than Sega or Nintendo's, mean that people actually WANT to produce for the machine rather than wait around to see what happens. And who can blame them?

As well as the phenomenal benefits for the developer, CD storage also has plenty of commercial privity, giving the company a greater degree of market penetration — since bundles would be a thing of the past. When the A1200 expansion is released, adventure and strategy games will be mainstreamed, with platform and brain-burn-up fans feeling the benefits even sooner.

Making it as inexpensive as possible is an inspired move, too. The forthcoming Full Motion Video cart opens all sorts of doors, however you can already use it as an ordinary CD player — the first machine to do so.

Commodore have produced a brilliant machine in the marketing snafu as so successful, the CD32 could well prove to be THE big thing in 1994, and with 26,000 sales in the first three weeks and a £2 million advertising campaign in the offing, the future looks very rosy indeed.



machine's fast Motorola 68020 processor, 256,000 on-screen colours and 14Mhz running speed? Use its cartridge-based computers, the CD32 is ideal for more complicated games.

Commodore can't be blamed for not missing the add-on at the game time for the machine — it just couldn't be predicted, and their commitment to supporting the machine through additional hardware releases is to be commended.

Far less positively, however, is the console's cheap-and-cheerful appearance. Despite being over ten times as powerful as its Japanese rival, the CD32's reception here as aesthetically pleasing as the Mega-CD.



Public Domain!

CD!

There's more to the CD32 than playing commercial games. Encyclopaedias, full motion video and interactive movies are just around the corner, but **AMIGA FORCE** gets the lowdown on a couple of projects available today!

DeVilous discs!

DK KARAOKE (Disk 15)

■ Music Machine Marketing, £19.99

We told you there's more to the CD32 than just games! This, the latest in a long line of Karaoke discs, could have every bar-room pop star's name waiting away till the wee small hours.

There are 18 tracks on offer, and they're intelligently selected to ensure that most are familiar to the average Karaoke fan — obscure Scandinavian grunge bands with only one single (available only on import) are avoided. The interface is extremely easy to use, and you can program in a sequence of as many tracks as you like.

Sing, Sing A Song...

In true Karaoke-style, lyrics are displayed a few

You never
close your eyes
any more when I kiss
your lips

★ For helping me to grow
I owe a lot, I know
★ To all the girls
I've loved before

lines at a time in sequence with the track, their large white border turning yellow to keep even the most drunk enthusiast in time. Before each day there's a credits screen, after it a tally, and incidental graphics.

It's difficult to rate a disc like this. It offers no surprises, but you're getting a quality product — I can't find fault on any level. The CD-quality sound's infinitely better than the tapes on home Karaoke machines, and as you can connect your CD32 to a pair of hefty stereo speakers there's no real limitation on volume. If you're into Karaoke, this is for you. If you just want your party to go with a bang, buying a disc's probably cheaper than hiring a home Karaoke machine. Perhaps a rental scheme with the occasional user in mind might be an idea?

AP Rating — 70%

A high-quality disc that does everything asked of it extremely well. No surprises on offer, but it couldn't be any better.

Multi Media Machine and Music Machine Marketing

Can be contacted at: 29 Bridgeman Place, Bolton BL3 1DE Tel: 0204 287416

NOW THAT'S WHAT I CALL GAMES VOL. 1

Multi Media Machine, £19.99

Computer gamers have long enjoyed scores of cheap, freely distributable PD games unavailable to console owners (he he he). The quality of these releases ranges from near-commercial to absolutely dire, but as you're only paying a token donation for you're hardly doing a great deal. This disk, the first of Multi Media Machine's Public Domain CD releases, contains 108 PD and Shareware titles working out at a mere 26p a game.

The games are accessed through an easy-to-use menu system. It's a little slow, but entirely functional. All relevant documentation for each game is included and all are also available on floppy from various PD sources.



Public Sector...

The quality of the games on offer ranges from brilliant to dire, but if you own a CD32 it seems more than enough here to justify the price. Unfortunately, even though the disk is sold as a CD32 release (with CD32's compatible) added aimed as an afterthought many of the games are unplayable on Connectrix's 32-bit marvel. Why? Because, showing their floppy roots, a significant number of the titles require mouse and/or keyboard input. Fine if you've a CD32, but bloody annoying for CD32 owners. Great work, guys!

You might feel there's still enough on the disk to justify a purchase, and there's a CD32 keyboard in the pipeline anyway, but this basic flaw seriously mars an otherwise excellent release.

AP Rating — 50%

Great idea, but badly thought out. If you're going to advertise a compilation as a CD32 release, you could at least make sure that all the titles actually work on one.

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underpowered and
ill-fated the
machine died a sad
death. Now, the
advent of the
CD32 gives the old
CD-TV games a new
lease of life. So we
thought we'd take
a look at a sample
of its good,
bad and, er,
ugly
games!

CD32 TV

Feature!
Cd!



Quick,
send in a
torpedo
or two!



SIM CITY

amiga
FORCE
Fave!

Infogrames

This is one of the best simulation programmes introduced on any system. The idea was simple — take control of every aspect of the running of a city — and proved to be a winner. So it's not surprising we're naming Sim City's the best of the CD-TV bunch.

To begin the game, you've a huge choice of scenarios. First, select to create a brandy new city or play one of the existing cities provided by the game. Within each of these options is a host of city-designs and time periods to choose from. Each presents interesting problems and dauntless.

We built this city...

If you opt to begin from scratch with a new city, the first plan's throwing an eye in which to build. Your choice is between Medieval, Western, Actual or Future. Obviously control functions such as power supply and transport are different in each era. A water-wheel in the Middleval world becomes a

nuclear reactor in the present day; while a muddy dirt-track in the Wild West becomes a huge motorway in the future.

Having selected the setting, choose the difficulty level, either easy, medium or hard. No guessing which one it's imperative to start on if you want to make any kind of decent progress. In a game of this magnitude, decent progress constitutes at least 30 years of hard graft.

The other option is to attempt to overcome a crisis in one of the computer-generated cities. These are again from different time settings and ask you to solve social dilemmas such as pollution, crime and overcrowding. It's probably best to wait a while before attempting these scenarios. If you aren't adept at dealing with a few time crises when building a new city, you have no chance here!

On rock and roll!

The real business is, of course, controlling the growth of the town, while trying to accommodate the population's needs. Once into the construction mode, most of the screen shows a display of the terrain on which you can build your city. Brown areas represent open land, green woodland and blue — the waterways. Obviously houses can't be built on the water, although roads and railways can.

The plan is to try and create the perfect environment for all aspects of life. This means taking care where you build different constructions. It's no good putting housing next to a power station, or building a commercial development

miles away from the nearest residential area.

Basically it's a question of common sense which is what makes this such a brilliant game. No two people go about it in the same way, but this doesn't mean one is wrong. Expect plenty of arguments if you play in a group!

Building a huge city isn't enough, so money has to be saved to cover costs, as well as the maintenance of the transport system and the police and fire services. The only way to get some cash is taxing your city's good citizens. This is a delicate balancing act: raise taxes too much and people leave the city, too little and you go without. It's a fine line to walk, but the rewards are surplus cash to build airports, seaports and sports stadiums.

If things aren't exciting enough for you there are plenty of natural disasters to choose from to spice things up. These include a tornado, an crash and others. For a real monster show you've selected one of these you need to use the emergency services to sort out the consequences, so it's advisable to build police and fire stations before you get for a disaster!

Sim City's a brilliant game enhanced on the CD with excellent music. Buy this and say goodbye to your spare time for many months to come!

amiga
FORCE Rating!
93
An excellent game,
utilising the power of the
CD well. Just check out
the results!

CHRISTMAS 1993

amiga
FORCE

31

Feature!
Cd!

FANTASTIC VOYAGE

Centaur

Calling this Fantastic Voyage must be somebody's idea of a joke! This game's truly appalling with scuttling in the way of redeeming features. We couldn't believe how slow and awkward it is to play. If this is representative of the majority of CD-TV games, no wonder the system failed to flourish.

Nevertheless it's our duty to run you through the game, so here goes. The scenario's simple but dated when is the way this game looks! Imagine the Doc Wier's still raging. Okay? Right, well in an effort to get ahead in the arms race, the Americans have perfected a miniaturisation technique thanks to a Czechoslovakian scientist.

The problem is he's the only one who knows exactly how it works and he's discovered a blood clot in his brain. To save him and the project a miniaturised craft and medical crew have been shrunk and sent into his body to destroy the clot. This is where you come in. Guide the craft through the scientist's body and save his life.

Forget this Voyage!

The game's split into three levels, each taking you through a different section of the body. Throughout your journey the body sees you as a foreign invader, so all of its defences are out to get you, but that there's a lot to them.

The graphics are incredibly basic, while the movement of both your ship and the body's defences are slow which inevitably becomes terribly irritating.

The major fault is the poor scuttling, removing any sense of urgency from the game. You can't do much to avoid many of the antibodies, while others come onto screen so slowly it's hardly worth the bother.

Really, the less said about this one, the better. Our recommendation is to avoid this — you'll only end up being thoroughly disappointed!



Would you like to go on a Fantastic Voyage? Well, try a day trip to Toyonaga because this stinks!

amiga
FORCE Rating!

Oh dear — a terrible use of a CD based system. No wonder the CDTV failed.

21

32

amiga
POWER

■ CHRISTMAS 1993 ■

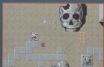


Ooh, what a big skull you have! If the skull's that big, your pilot must be a little on the small side. And, yes, as you've probably guessed, there's no pause button, and the ships won't exactly stay still long enough to be shot at.

Feature!
CD-ROM



BATTLESTORM



■ Titus

After learning from your travels to the galaxy's distant corners, you find your home planet is being invaded by an army of evil aliens. Viewing to avoid further revenge, you jump into your state-of-the-art airborne attack and launch an all-out attack on the enemy installations. The usual scenario you rely on. Well, yes, but the gameplay more than makes up for the lousy plot. This is one CD-TV disc that'll grace anyone's CDTV.

There are four levels, each with two sub-stages to battle through. To overcome the aliens you take their operations out on each stage. To begin with this means destroying the alien's air attacks, before taking out their ground defenses, annihilating battalions, their headquarters, and finally destroying the diabolical guardians to win back control of the planet.

Excellent scrolling, beautifully crafted landscapes and frenetic shooting — all of the things that you'd expect from a decent blaster in fact. And getting past the first few stages is a challenge and a half!



Shoot at speed

Battle getting into the thick of it you're asked to select a set level, ranging from Flood Pipe (easy) to Master (only for experts only). There's only one place to start and that's easy, otherwise death and destruction are all you can expect.

Each level gives you a different control mechanism for your ship, or a contrasting perspective on the game. For example, to begin with the screen's in a huge grid. Fly around it in any direction to hunt out the aliens, then blast them into oblivion! Later levels change so you scroll up the screen only, with no sideways movement. Others move horizontally, with the perspective changing accordingly.

There are plenty of power-ups to collect for your ship. These include stronger laser beams, faster fire rates, forming missiles and extra speed. On screen messages help you locate power-ups. They're worth getting, especially if you aspire to the later levels.

What's guaranteed, however, are smart graphics, an easily controlled ship and great responsiveness. Basically, Battlestorm's a great game to play for anyone who's a shoot-'em-up fan. Non-stop thrills and spills abound — shoot fast, think later's the motto with this game! If you want a fast-paced shoot-'em-up with attitude then this is the one for you.

amiga
Force Rating!
84

A rather cool blaster that looks good and plays brilliantly. A bit tough though!

Feature! Cd!

Big Ness rides again. Come on! Think that he's the spitting image of Sam, only better looking?



The lay of the land

This land's overflowing with prey, making it a simple affair tying up your food intake. It's also very easy to kill the animals you need on your travels. As they walk up, just burn them up the fence a couple of times, before jumping on them to finish them off. Nothing too difficult there.

You find the most food in caves, but they're guarded by spiders who are impossible to kill. This means dodging them before they can get at you. Again this is not too demanding.

There are plenty of bonuses dotted around to aid your quest. These include bombs to knock out all the animals on the screen, a shield to make you invulnerable and the Cross of Life giving you an extra life. On top of these look out for the nifty little gadgets making your life a little easier. These you come across are a nuisance for more long jumps, believe it or not, above dizzy situations and an *Aladdin* for longer flights.

Prehistoric's landscape looks really impressive. It's largely coloured with some nice little touches such as birds flying by in the background. There are also some catchy little tunes and neat sound effects, adding to the atmosphere. However, this fails to compensate for the gameplay. You expect a lot more from a CD32 game — this one looks dated and plays like a poor budget title.

There's some novel animation, smart graphics and amusing sound effects, yet the scrolling is very jerky making the game annoying to play after a very short space of time. Add to this monotonous action and you've got what is basically a boring game. More or less, only if you're a dedicated platformer, but there's a lot better on offer for the CD32. There's also a wealth of better platformers on their way!

CD32



■ Titus

A long time ago us humans were pretty damn stupid if this story's anything to go by, but a bit's changed if this effort is anything to go for! But, Prehistoric's set long, long ago when man hunted his prey to death to stay alive. The game's a tribute to his daring. Before the joy of smacking dinosaurs, change and grizzly beasts over the head with a big stick before nothing does on their flesh carcasses!

The idea of the game is to score points by collecting food. Everything you meet that moves is edible, this guy's not! (aah!) To see how well you're doing check out the food meter on the screen. Try to fill this up as far as possible before completing a level, otherwise the message 'Not enough food' will send you back to re-do it. There's also a time limit, so while it's important to collect food, winning too much time means losing a life. You only start with three so it's vital to complete the level within the time.



amiga
FORCE Rating!
It's a rather lame excuse for a platform game, it sure doesn't match up to today's standards.
49



LAST BUT NOT LEAST

The games reviewed here are but a small portion of CD TV titles available for the CD32. There are plenty of others around worth considering as Christmas stocking fillers.

If you're into historical study, then the *Time Factor* of History rings is worth a look. Produced by Virgin, it's described as 'reference for all ages', covering topics such as the media, business and politics. The only problem is they're a time dated, having been originally released way back in 1991.

Another educational CD TV title's *My Point*, a fun drawing-designer for kids. It's a *Blackboard* (graphic) game aimed at children aged three to 13, although our 11yo boy did have a problem with the game (he had to explain that you actually doodle on screen).

That's about enough on our look at games initially conceived for the 32-bit CD TV. If you wish to get any of the titles mentioned here, or want more information, contact Capri CD Distribution on 0829 891523. These guys will be happy to help you.

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Reviews! Cd!



GAS MORPH

This creature floats skywards and can only return to Earth by morphing.



FLEXI MORPH

Can bounce with the best of them, but is very susceptible to flames and sharp objects.



LIQUID MORPH

Can squeeze through tight gaps, but can't climb slopes or jump.



SOLID MORPH

Definitely as fast as he looks — acts like a stone in water, but batters through barriers.

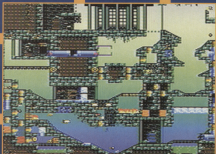
MOR



Find the map hidden in most of the zones. This item when activated will make the level you are on a lot easier to negotiate.

WEEK!

■ This is a great little puzzle, offering hours of really enjoyable gameplay. It's not often I find a game of this nature addictive. Morph starts with a novel idea, moulding your character into different shapes to overcome the obstacles and breathe new life into the genre. It's great to be able to use the different Morphs even when you haven't got any left. These clever features are supported by excellent graphics and some well-implemented speech. Basically Morph is an addiction that I'm finding a hard time shaking off. ■



36

amiga

■ CHRISTMAS 1993 ■



(Above) Would you step onto a rather dangerous looking machine like that? (Left) The robot morph will sink in water.

■ Millennium, £25.99

It's a bit of Lemmings, a dash of 1980's Tomcat Game, a morsel of... ahem! Maybe's one of those games going more than a passing nod to previous puzzlers, but at the same time takes a new tack at the genre. Reconfiguring a heavily-trapped platform area, finding an object and getting it back to the exit isn't the most novel of concepts but the resolution is as original as you could wish for.

Morph is not a happy chappy. Following an accident involving his pocket under a telephone handset, he was transformed into one of nature's mischievous.

He can mould his matter into four separate elements, each with their own properties — Morph Good's a cannonball-like creature that can batter its way through impenetrable blocks. Morph Pesky behaves like a bouncing ball. Morph Liquid's like, um, liquid and the cloud-like Morph Gaseous floats upward.

Of course, they each have drawbacks — his gaseous and flexible forms are susceptible to flames, but while solid or liquid, water booms impossible. There's an amazing variety of hazards and obstacles, including sharp objects, gases, fire and materials. Sometimes, surrounding everyday objects seems more exciting than negotiating the combined traps often found in arcade puzzlers.

Power-up in the shape of bonus transformations are available, and watch out for the heater (on a jet liquid/resolved scale, transforms you one

morph to the left) and freezer (same principle, but one place to the right).

All Change

Transformations are achieved by holding fire and pressing one of the joystick directions. A limited amount of each metamorphosis is available — you can switch, but you can't compare the level if you exceed your quota. This is an excellent idea allowing you to see some of the playing area and making you work all the harder to find where you want being.

While each level has a set solution, many of the individual obstacles can be completed more than one way. Lemmings-style. Find yourself at the exit with the egg, having down-run your morph turtles, and it's time to look for alternatives. The levels are

small enough to prevent this getting frustrating (no backtracking anymore screens here), but they're cramped to the limit with risks and traps.

Way back in issue seven, we gave the floppy version of Morph a hearty 80%. The Amiga-specific version isn't really that different. There are a few minor speech samples thrown in and the CD version is undoubtedly easier to use, but apart from that, it's more of the same.

Not that this is a bad thing. It's a great game anyway, full of tricky little twists (see the way Morph's eyes follow the joystick direction field, and some of the deaths are, um... worth-dying for). The lack of level codes, though, is an appalling omission for a puzzler, but this is my only criticism of a brilliantly enjoyable game.

■ Grouping Morph only flames when in your water form will convert you into the cloud and save you one of those vital transformations for later use. ■

Tip time!



amiga FORCE Rating!

■ DEVELOPERS: FLAIR SOFTWARE

- OTHER: CD
- PLAYERS: 1
- GENRE: PUZZLER
- 1,000 COMPAR: NA
- HQ INSTALL: NA



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■ A superb puzzler combining polished programming and can't-put-it-down gameplay.

88

■ CHRISTMAS 1993 ■

amiga

37

Feature! CD32 Past Pages

THE STORY SO FAR...

It's early days yet, but some of the software available for the CD32's already wowing the world. IAN 'YES IT IS' OSBORNE and MARK 'NO IT ISN'T' SMITH come to blows while checking out what's hot and what's not...

Lan! DIGGERS

■ Although this scored 87% in issue ten, I find it no fun at all. The constant scribbling around for gems is tedious; challenging, the diggers' personalities making them liable all of their own accord is annoying and the graphics and hardly push the host machine to its limits.

There's some enjoyment to be had here, but not a lot — they aren't a game I'd choose to bundle with this machine.



■ **Heim.**... is a little strong perhaps. *Diggers* may not push the CD32 to its limits, but it's still a strong game, offering many brain-teasing puzzles and smooth play. The problem with Osborne is he can't play and think at the same time. In fact, Osborne's hands are too big for him as it is!

OSCAR

■ **Fluorocool** by Fluorocool, Inc., and **Iceberg** by Iceberg, Inc. (977-5) are made of both the Series 40 and 50 T-100 series. Fluorocool series are really going in search for a market, but Chloroacetaldehyde is going after a playmate and a market.

The result is a more solid and stable financial position, and the company is now in a position to pay the 1990 dividend. Management expects the first half of 1991 to be a strong one, and the company is looking forward to a successful year.

■ The new film also shows the power of the small. In the final scene, a small band of people, including a young woman, a young man, and a young girl, are seen in a small room, looking at a small screen. The screen shows a large, dark, and ominous figure, which is the same figure that was seen in the first film. The figure is now even larger and more menacing, and it is surrounded by a large, dark, and ominous cloud. The figure is now the central focus of the film, and it is the only thing that the small band of people is looking at. The film ends with the figure still on the screen, and the small band of people still looking at it.

Fun! This is the sort of disk I could quite cheerfully spit on. The signature's dead-end, the speech samples hilariously incompetent and the models play a lousy game of cards. I can't see any reason to fault the less-than-impressive 18% it scored in Issue eleven. It's badly executed, in poor taste and will only appeal to the desperately sad. **A-**



H=K ■ I thought this would be your kind of game, lord Serotously, who is that right (or even wrong) mind would want a game like this? It's tacky, tasteless and a complete waste of space. So there.

■ I've never been a fan of this release, but I've not much of a platform for a strong opinion. The 74% it scored in focus shows seems about right — it's well programmed, innovative and challenging, and best of all it

This effort isn't to my personal taste, but on an objective level it's very good. If you're into Ford, get it — but not if you already have the floppy version! The five extra levels (the original had 55) are hardly worth buying it again.



■ The fact has said it all really. There's little new to the CD version, except a quite stunning cartoon preview of James Bond 3. But, if you're bored (and who isn't?), the game features some superb 3D cut-scenes (like this).

PINBALL FANTASIES



U.S. Department of Energy
 Office of Biological and Environmental Research
 Office of Biological Sciences

■ **Small plant in 1st trial, already**
 ■ **Small plant in 1st trial, already**
 ■ **Small plant in 1st trial, already**

There we have it — we both agree (for a change) that we've yet to see a game really push the machine. Still, it's early days yet. The Mega-CD started out with straight cartridge ports, and there's some interesting stuff here, nonetheless. The CD12's a marvelous piece of machinery — if games of Pinball Fantasies' quality are being released now, just think what's to come!

Fresh from the results of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Crichton spaceships as your Manta sweeps low and leaves a trail of mayhem in its wake.

URIDIUM II

"A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a look big enough to scare Jaws." Amiga Format 94%



"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay." Amiga Action.

"Uridium II is fantastic. You can take our word for it... Smashing" Amiga Format.

"All in all, Uridium II is shaping up to be one helluva game." CU Amiga.



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Previews! Cd!

Just at the Co

Welcome to the wild and wacky world of the CD32. There's a wealth of software on the way, and we've got the lowdown on the lot! Many of the games are in early stages of development, so some shots are from floppy versions.

SLEEPWALKER

■ Ocean

If you've never heard of this one, you're probably going to be longer than Pac-Man. Ocean's chiefly reliable lineup of third-party titles comes from a modest developer, but it's a game that's got a lot of potential. It's a game about a man who's been killed and is now stuck in a limbo state, where he has to find his way out of the limbo state. It's a game that's got a lot of potential.

The CD32 version is a real one, but the floppy version is a real one, too. It's a game that's got a lot of potential. It's a game that's got a lot of potential.



Sleepwalker is a real one, but the floppy version is a real one, too. It's a game that's got a lot of potential. It's a game that's got a lot of potential.

ARABIAN KNIGHTS

■ Krysalis

Another high-scorer, Arabian Knights is an arcade adventure per excellence. The program is slick and smooth, the graphics attractive and interesting, and the gameplay is great.

There's more platform action here than in many a pure platformer, and the puzzles are well laid-out and challenging — no trekking across 30 screens to find an object, having to traverse all the way back again to use it, here.

There are some neat touches on offer too, like the way a light-bulb appears above your head when an incidental message is available.

It's unusual to find a game mixing gamestyles without falling between two stools, but this one manages it admirably.

Although there are few enhancements planned for the CD32 version, Arabian Knights is to retail for a mere £14.99, a bargain for a game of this quality. With none of the restrictive licensing agreements dogging console games, budget CD releases are a distinct possibility — let's hope they catch on.



OVERKILL/LUNAR-C

■ Mindscape

It's a bit of a toss-up as to which of these two games is the best. Both are excellent, but Overkill is a bit more of a challenge. It's a game that's got a lot of potential. It's a game that's got a lot of potential.

CD32 version is a real one, but the floppy version is a real one, too. It's a game that's got a lot of potential. It's a game that's got a lot of potential.

round corner!

Previews!
CD32

1869 ■ Flair

Now this is the sort of game the CD32 was made for — a third-party trading extravaganza. The enhanced CD32 version enables the programmer to include more graphics and animation than you could achieve at risk of without making the game a nightmare to exercise in disk-swaping.

Set in the last century, as the captain of an ocean-going trading vessel you must hire crew, buy a boat (not necessarily in that order) and sail the seven seas in search of fame and fortune. You start with a limited amount of cash, earning more by buying goods, taking them to a foreign port and selling them for profit.

It isn't easy — the laws of market forces apply, so you won't make a profit buying two commodities between two ports. Large consignments might be refused, so it's best to spread your load across several ports.

Obviously a pure trader like this won't appeal to designers, but strategy buffs will love it. Advancements made possible by the CD32 should make it worth even more than the 6801's gift in focus sight.



1869: THE FINEST LINE
BY A. COOPER, T. B. & J. LTD. LTD. LTD.



MONOPOLY

■ Supervision

This one's a real one in the air. It might arrive on CD32, it might not, but here's where it's coming.

Monopoly is a classic, a representation of the Western family business. The most famous version of it and the corporate takeover in the money (see New York Times, 10/1/89) will be revised.

Monopoly is a very much more game, so it will not be fun on computer. Having a property, a board, a dice, and a set of money might not give the same satisfaction as your master doing it, but it will have a lot of fun in the game club.



THE LOVERS' GUIDE

■ Supervision

A couple into the air. Up in the air. The Lovers' Guide, made by Simon and Schuster, is a new edition of the classic book, but it's not a book. It's a game.

The product is to be released on PC CD-ROM and Apple Mac, with a possible CD32 release to follow.



SOCCER KID

■ Krysalis

The sport has got to be fun, but in the 1990s it's not just about the game. It's about the game, the game, the game, the game.

Soccer Kid is a new look at the classic game of soccer, but it's not a game. It's a game, a game, a game, a game. It's a game, a game, a game, a game. It's a game, a game, a game, a game.

The CD32 version is a very simple game, a game, a game, a game. It's a game, a game, a game, a game. It's a game, a game, a game, a game. It's a game, a game, a game, a game.

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Reviews!

Rich pickings!

The time!

■ Dive on the springs to gain more height. ■



■ Mindscape, £25.99

Here's a dilemma — *Alfred Chicken* offers nothing original, and is hardly on the white-hot cutting edge of hi-tech technology. It's also one of the best platformers I've seen in a long time! Why? Because it dispenses with unnecessary frills, concentrating instead on tight, imaginative gameplay — a platformer to impress players, not rival programmers.

The screens, for example, govt in four ways instead of the usual eight. There's no parallax-scrolling and very few colours, but they're extremely well laid-out so who cares? Each level involves grabbing diamonds (platformers are nearly always about collecting something) and making your way to the exit.

Er, no surprises there, but they're divided into bite-sized pieces that are challenging without being upsetting. You don't get lost playing *Alfred Chicken*. Nor do you come to a sticky end by falling off the foot of the screen — in all the levels I've seen this is impossible, and there are no sudden deaths, either. The enemies and spikes are very cleverly placed, a real hazard if you mess up but no interference if you've got the right idea.

ALFRED CHICKEN

Chris!

When I first saw *Alfred Chicken* I thought "bleugh" — how can they get away with this in 1993? How wrong I was. Despite its aim, 'unique' amount of colours and lack of knock-you-dead technical innovations, it's a real joy to play.

Alfred is a tremendous laugh, tooting and wailing through the levels and generally keeping his pecker up, and the game as a whole is filled with real tension and danger.

Despite the lack of cutscenes and level codes, it's not a tricky game — even on your first attempt you should get reasonably far. The generous supply of extra lives have you going when it gets tough too.

For all its technical failings, *Alfred Chicken* is a fun game. The bite-sized levels are challenging without being frustrating, and the cute-as-a-button main character really grabs you. Platform prod-ges might find it too easy, but we love it! ■



■ Above: *Ally* grabs the gifts in this between-levels sequence — well it is Christmas!

Between Platforms fly as a horrible reason *Alfred* wing from wing — at least he didn't chicken out!



There isn't a single device here I've not seen before. The platform floating along an indicated path are straight from Mario, the instant points you earn (in this case by jacking a balloon) are sheer Sonic (Good Vibe) countless others and the rising water stage (possibly screams Rainbow Islands). Again, though, they're extremely well put together — there's always enough going on to sustain interest and nothing looks out of place. There's little worse than a platformer's interesting bits coming across as gimmicks included for their own sake (hello DoubleDodge), and of Atty's programmers know it.

Fried Chicken Or Cold Turkey?

A notable exception to the techno-minimalism rule is Alfred himself. He's the best cartoon computer-creation I've seen in many a game and his animation's a stroke of genius! For once, this character actually behaves and acts the part — hatching out of an egg on each new life and waddling around just like the bird that made a celebrity of Colonel Sanders. To claim a restart or

kick a switch, he pokes the ground. Alfred can't fly, but when in the air he flaps his wings to slow his descent or sends his pecker at the ground and drive bombs on wheels or breakable blocks.

Plummeting from a great height's especially impressive. After falling a certain distance, he turns into an Earthbound rocket; if he falls still further it becomes more streamlined. Best of all, killed boss don't resurrect as soon as you leave the screen.

Alfred Chicken is a technical non-starter but a masterpiece of game design — All I want is a pop to test it. The levels are well laid out, though a few level codes or continues would come in handy. The fun games after a while, although this doesn't stop it being a fine game.

The heart of a good platformer isn't in throwing unmissable colours on the screen or cranking in more devices than you can shake a chicken drumstick at. It's in little things like having restart points near every level end in case you screw up on the next stage, and the absence of pixel-perfect loops taking dozens of attempts to master. Alfred Chicken's this and more.

“Nothing looks out of place.”

len!

Reviews!



ALFRED CHICKEN

stage 1



amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DRIVE: 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO



- A pristine platformer — no bells but lots of fun.

87

■ CHRISTMAS 1993 ■

amiga

45

HICKEN



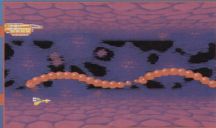
Reviews!

Rich pickings!

OVER



(Below) Keep watching the scanner, you never know what's behind you...
(Right) That's one bowl-buster of a topgunner!



Tie time!

Collect parachuting ammunition for a big score.



■ Okay, it might not look much at first glance, but Overkill's is deceptively fantastic shooter. The Defender-inspired gameplay is top-notch, playing slower than the original (think *Wolf*).

The lack of continuity is a pain, as is the absence of a game manual (after all, isn't it named after a three-headed monster?). And if you own an A514 machine, it's a bummer. ■



[Above:] You don't see things like that on TV any *at night*...



■ **Mindscape,**
£25.00

Any of you old fogeys out there remember *Defender*? (Well, wasn't it? Lightning-fast action, scores of badies and a huge [for those days] 100¢ of costed Flans of the aging [generic? Williams' coin-up will feel right at home here — Overkill is a modern-day *AGL* and best giving more than a passing nod to the big

For relations unspecified, you once again trade the Allen Empire. Your ultimate goal's their home planet at the center of the solar system, but (again for reasons unspecified) before going in and kicking serious butt, you first clear all surrounding planets of threat from

The planets orbit the sun in orbits — clear all those that move into the next ring, where the toddlers and backgrounds take on a new appearance. After clearing the last planet, in each orbit

"But what," I hear you ask, "has all this got to do with Defector?" Simple — your craft took and moves just like the one from *William's* — save from the grave. Zipping along the horizontally-scrolling, wrap-around screen is a fair old rate of knots, it adds fire in a sequence and goes back the other way on your command. The scanner above the screen's still there, as are the little droids who stand at the foot of the screen.

Unlike *Defender*, though, the humans don't just leave their loved ones behind and wait for an alien to kidnap them. Our extra-dimensional buddies aren't interested in such tricks; they're after the power crystals, letting them create another wave of loss. I thought only raucous and tacky alien could

(last). The humans are actually commandos dropping from the skies with parachutes to blow the crystals to smithereens. When they run out of dynamite they jump uselessly high, hoping you catch them so they can reload.

State Of The Union

Unfortunatley, many festivals are often obscured by lots of blather, but focussed on

Power-ups are on offer, such as double-shots, triple-shots and bombs. Catch them fast and use them wisely — they don't last forever.

...inspiration was often unimaginatively bad. The uniphenyl button-controls have (thankfully) been contained to just two, the **Button and Space** for shots. Unfortunately, your craft has nowhere near the blasting power of the original and needs a joystick autofire to bring it up to competitively cosmic standards.

Though by no means perfect, *Overkill* is a brilliant game. Don't be fooled by its simplicity; this one guides you by the words and refuses to let go in a way more complex beasts never can. The learning curve's a test, the sound effects are snappy and the pre-game heavy metal soundtrack's awe-inspiring. It could do with some in-game music and a few cutscenes, but there's an extra life every 25,000 points so you can listen online for hours. **A** *—John DeBenedictis*

That is, can school language programs be modified if programs are not working? Not so.

**More
than just a
nostalgia
trip**



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Abstract

[illegible]

1. **Introduction**

— 1998 —

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26



■ A startling effort — let's hope Bloodhouse's *Antonia's*-inspired *Stranded* is no more.

894



100%

 100%



Rich pickings!

URIDI

■ Renegade,
£25.99

A ripa here is upgrading from Commodore 64s should recognise the title straight away — Andrew Braybrook's *Urdu* was one of the hottest games ever to hit that machine. The monochrome *Spacy* version was ruined by difficult-to-see sprites, fatal in a fast-paced blaster, but on the C64

Enough nostalgia, *Urdu* 2? drags the game looking and sounding into the 1980s without losing any of its character and charm. The basic gameplay's the same, your Manta attack craft blasting the hell out of huge, heavily armed dreadnaughts — but the newer's smoother, faster and an all-round better blast

It's high-speed action, all the way, the automatic horizontal scroll speeding up when dodging the uridi in the direction you're travelling. One if the other way and your Manta performs an aerial flip a Red Arrows pilot would be proud of, reversing direction and zooming back the other way.

Manoeuvrability's much improved over the original, your craft turning on a provolone's squeal and responding to every command without a second's hesitation. You can fly upside down now, too — and still see where you're going, but erring still can't fault you.

Roving Rebels

Enough about you — what about the enemies? They're polished performers, too.

With Braybrook Importing all the original attack forms, nostalgia buffs feel quite at home — he's also added a head or two. Certain ships now break formation and chase your craft, making them even less predictable than before. The *Urdu* 2's uridi are far from defenceless, with huge forward-firing cannons, raised rails and weaponry needing timing finesse.

With such hardware on offer, you load at the treacherer you can get — watch out for the inevitable power-ups and, if you're really stuck, for artillery, bring a complete or heavily corrupted drive for good measure. The original's alternate two-player mode's also available.

On chewing up a sufficient portion of the *Urdu* 2's uridi, you land on a specific airstrip and

have a crack at the reaction zone. You're on your own here with no high-tech Manta to help. Instead, you steer a space-out and tear into the heavily shielded central globe with a hand-held laser. Blow it away to collect numerous power-ups. This section's extremely audio heavy — the core's own gravitational field also draws you in. When you've finished, swoop back into your Manta and head for the next *Urdu* thought...

Blasting Power...

So much for the most-asked-about game description — how does it play? Extremely well, actually! The emphasis is very much on speed, with your highly manoeuvrable Manta duking and weaving his way in a no-horizons, especially on later levels where raised superstructures hinder flying.

This is no easy shoot 'em up while the bubbles fly in ultra-predictable patterns,

“The emphasis is definitely on speed”

anticipating when dodging with the same. No sweat! This one keeps you on your toes right from the word 'go'. Relax for a minute and you're space-dust.

The difficulty curve's based on your performance on the previous *Urdu* thought — blow it to bits with ease and the next level becomes a whole lot tougher than it

you'll struggled with it. Perhaps that's a little harsh. It's good that power players are catered for, but without penalties it's all the easier to reach later levels. Landing your craft after demolishing a *Urdu* 2's uridi is a little hairy, too.

The game's biggest flaw, however, is the between-levels attack on the enemy reactor zone. The objects of uridi are a real pain, a problem amplified by the horizontal wrap-around screen. The globe's extremely well shielded so there's no real need for this, in any case if you make a cut for it or your energy bar takes too — the *Urdu* 2's uridi still explodes.

At the end of the day *Urdu* 2's an excellent game, but feels just short of being a classic. The satisfaction gained by nipping a *Urdu* 2's uridi in its defence is nowhere, and as they get larger and more complicated there's plenty of creative to carry on. The dodgy reactor zone routine pulls it down — why no pastiches or at least, continuities? Would do with a few. Apart from those nigges, though, a gas!

lan!



Local explosions, detailed graphics and stunning speed are the main attractions of *Urdu* 2, not forgetting the two-player alternate-up edition of course!



UM 2

Chris!

Reviews!



■ Consider entire levels of enemies for a power-up. ■



Further into *Ultimatum 2*, the ships get bigger and better, with more aliens and obstacles in your way.



■ On seeing CDi technology looked in before I even took up my joystick. Surely, classics such as *Braybrook's* original *Ultimatum* can't be superseded, despite the Amiga's superiority over the CDi?

At first glance it's got the lot — sparkling soundtracks, 1000-line-down graphics and thrilling gameplay to boot. The speed's awesome, possibly too much so at times (even, maybe that's just me being a snail), while there are plenty of power-ups to collect, counteracting the oncoming aliens.

The challenges evident in the original *Ultimatum* have been retained — the alien firing, some always seem to have a lock in, too up their sleeves, and having to land at the end of each level isn't always as easy as it first seems.

If you don't know what the fun is about, you should definitely get a look at this as soon as you can. Fans of the original may feel there's not enough in the way of additions. Even so, it's still one of the best shoot-'em-ups seen over the last year. ■



After safely landing, all hell is let loose and the ship explodes!

amiga
Force Rating!

■ DEVELOPER: ANDREW BRAYBROOK



■ DISK: 2
■ PLAYERS: 1-2
■ GENRE: SHOOT-'EM-UP
■ 4.1500 COMPAT: YES
■ HD INSTALL: NO



■ It won't set the world alight like its predecessor, but still a great game.

79
49

■ CHRISTMAS 1993 ■

amiga
powered

Reviews! Rich pickings!



Just sit back and watch all that lovely scenery go zipping past.



lan!

Although limited in scope and appeal, Psi-Mover's a fair old two-wheeled buster in its own right.

The feeling of speed is exemplary and not being able to take a corner in top gear makes a welcome change.

However, limited tracks and competitors reduce the game's usability. R&P Records comes the nearest and of the market, before budget-buddy Super Hang-On, holds its own as a pure arcade game and therefore, to demand such a competitive arena, how can Psi-Mover feel a richer?

A rather brave attempt, but ultimately limited in scope. **B**

PRIME MOVER

■ Psi-Mover, £25.99

High speed trials, the crash of top against concrete, the feel of wetty weather ruckling the body... motorcycle racing's a bizarre thing. Prime Mover from Psygnosis takes a more serious angle than most, plunging you head-first into the world of the two-wheeled Grand Prix.

After the rigour of entering your personal statistics (name, age, weight etc.), you select your machine and study the next track's layout. The various bikes are either particularly fast or have great acceleration, choosing the balance suiting you most is paramount to success.

It's here the laptop stops and the action begins with vengeance. Prime Mover's very much an arcade-style game — despite its solid points and league table, the controls is negligible.

Speed and cornering are well handled, conveying the excitement of the full-on leather velocity of motorcycle racing, but you won't catch these sleeker faster than machines, no matter their speed on colliding with stationary obstacles.

Mover on up...

Control's straightforward, as is the rest of the game. Push up to accelerate, down to brake and fire to change gear, either up or down depending on joystick-direction held. Switching down a gear without braking at the same time's pretty tricky — you often find yourself driving to a near standstill when attempting to go down a gear or back to

heighten acceleration. A note frustrating as I'm sure you agreed!

Another feature detracting from the machine is a limited number of only seven riders, though this doesn't make finishing in first position a doable. There's a fourth car's too tricky, but that places first place takes some working at. The problem with just having seven riders is the back markers, next on the first lap you find them in front of you, something that ruined the authenticity of early race games (How strange to think), and is, quite honestly, unnecessary.

All around the world

On offer are 12 different tracks from the USA to Australia, each lending a few cosmetic

undifferentiated. The lights of the city surround the track in North America, while fog hushes other's greets you in England.

The graphics are smooth and fairly authentic with small dips and ruts in the track adding to the realism. The backgrounds, too, are well presented, scrolling in front as you negotiate corners and bends.

At the end of each race, two tables are displayed, the first showing finishing positions and points of the seven riders and the second, the overall picture of the world championship positions.

From a brief perspective, Prime Mover is a decent race game, offering fun if slightly limited, rough-riding drama. However, with so many quality-good budget games out there, it's also overused.

“Very much an arcade-style game”

Drop down a few gears when sliding into corners — the added revs should lower your speed and take you through the corner unscathed. **B**

The time

amiga FORCE Rating!

DEVELOPER: INHOUSE
DISKS: 2
PLAYERS: 1
GENRE: RACING
1280 COMPAT: YES
HD INSTALL: NO



Full of pace and race, but lacking in depth.

Chris!

70

50

amiga

CHRISTMAS 1993

WONDER DOG

■ On the first level, go up the second tree then jump to the platform on the left. Lunge up and you enter a secret room. ■

Tip time!

■ Core Design, £25.99

Platform games strike back with Core Design's latest offering. *Wonder Dog* One of the first games posted from the Sega Mega Drive, this introduces the antics of the clumsy canine who has to battle through seven worlds and numerous levels to prevent the evil General Von Ruffenau and his dog-troopers from taking over the galaxy.

Wonder Dog is a determined little pup, rushing headlong into mischief and mayhem, battling all manner of beasts — giant crabs, prancing foxes, bunny rabbits, and invulnerable supercoils, not to mention dog-troopers who make their presence very well known.

Wonder Dog's skills are many and varied. Grabbing a pair of wings allows him to use his tail to float gently down to lower levels, and he can also run at top speed, dodging at the last minute to slide under them. His main weapons are stars which he throws towards enemies — later on, most foes require a few direct hits before they're felled.

There's a fair splattering of bonus levels and secret rooms you need to take advantage of. Most contain gems or bones, both adding to your score.

Paws for thought

As you progress, more obstacles and enemies are revealed. *WD* starts off in the meadows where one of his biggest threats is small fluffy rabbits. It seems no matter what the perceived danger, all

foes inflict the same damage! Fools

there, there are things like bouncing tyres and spikes to negotiate, along with beds you have to bounce on.

Wonder Dog is very well put together with decent graphics and equally impressive music. Our favourite definitely has to be the Screamed world, complete with alien cats, swirling vultures as well as great cartoon-style graphics.

Wonder Dog himself is a cut-outting hero — check out his facial expression as he runs along! All the sprites are well animated too, giving this a very polished feel.

While not a classic platform game, *Wonder Dog* is decent enough stuff that pleases if not intrigues.

“A fair splattering of bonus levels”

Mark!

Reviews!



Wonder Dog is full of facet expressions and blinnyeyes — a bit like our little boy really, only *WD* doesn't talk as much.



Up, up and away! *Wonder Dog* takes to the skies as he negotiates the 'terrors' of the Screamed level, away cats, bones and all.

lan!

■ Cartridge based consoles aren't my favourite things — too limiting if you ask me. Therefore, I wasn't too impressed with the idea of *Wonder Dog*, which has been ported across from the Sega Mega Drive.

To be fair, this isn't that bad, quite playable for a platform game. *Wonder Dog* doesn't look the part at first, although, once he gets going, he does so with a determined look about him. There's not enough depth, though, and it's not exactly difficult either. Still, if platformers are your thing, *WD* may be for you. ■

amiga
Force Rating!

■ DEVELOPERS: VICTOR MUSIC INC.

- DISKS: 2
- PLAYERS: 1
- GENRE: PLATFORM
- 1000 COMPAT: YES
- HD INSTALL: NO



■ A fair platform game but somewhat short of being a real classic.

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151

■ CHRISTMAS 1993 ■

amiga **151**

Rich pickings!

SIM LIFE

■ Mindscape
£34.99

From the tamer side of God games such as *Populous* to the complexities of *Sim-Ast*, the simulations have carved a large niche in the Amiga market. *Sim Life*, by name alone, tells us it's taking the whole genre one step further — no longer are you controlling just a civilization or a world. *Sim Life* allows you to mould, build and create your nation's content.

Just flicking through the associated manual is a challenge: there's no jumping in at the deep end here.

Thankfully, there's an extensive in-game tutorial taking you through the basics, items, menus and all.

There's no one idea in *Sim Life* — this is a free simulation, and while there are scenarios seeing you conquering the problems of famine, pollution, natural disasters and even the death of the dinosaur, the emphasis is on experimentation. Change the laws of physics, mutate genes (eventually, you want and up with something resembling Ian Dillmore), create and crush mountains, introduce new animal and plant species and cause the odd disaster: all in a single day. You're in an ecosystem to control, and you had better be damn responsible otherwise a Pandora's box of trouble and strife will be thrown open!

Get a Life!

Sim Life's complex to the 10th degree, and genuinely takes days of hard work just to access the surface. Imagine starting with a clean slate, nothing but a globe. From there, you decide the strength of mountains, rivers, biotopes, average temperatures, local climates, tides and weather patterns, all of which will then transform your globe into a habitable (or not, as the case may be) world.

You don't just populate this world; you literally decide on the structure of the creatures and plants you want to make up the population. It's here evolution kicks in and your task as a god-like biologist steps up a gear. Who's eating who? Does the number of camions outweigh your plant-eaters, therefore creating havoc? Can anything even survive on your world? Before you know it (the game doesn't take too long to make things happen), amphibians sprout wings, mates outnumber females, games play up and your good intentions fly out the window.

Undoubtedly, it's a lot of time and effort

lan!

■ I was with some trepidation I loaded *Sim Life*. Unfortunately, my visions of endless oceans of text, charts and menus were all too accurate. There isn't really a lot of gameplaying in *Sim Life* — here you control events right down to the gene make-up of creatures and plants inhabiting your world, which can get a little tedious.

Not really for me, I'm afraid — even hardcore strategists should delve into the realms of *Sim Life* with caution. Like *Mesa*'s previous offering *Sim Earth*, it's too close to be fun. ■

have been put into creating *Sim Life*, and, to an extent, it works. It's user-friendly with useful help keys dotted about all over the place, and the results of your labour are there for all to see — there's even a history chart, amongst others, detailing recent events along with those in the distant past.

Let's not fool ourselves, though — even if you found the more 'arcadey' *Sim* games such as *Sim City* and *Populous* to your liking, you'll probably still find this somewhat heavy going. Lastabally's ensured it only because of the endless hours of learning required, yet the teen's very different, with learnings towards the serious side of games. One

“ Not for the casual user ”

line in the preparation. The text is all important, especially when trying to get to grips with the finer details of the population, yet the display's minutiae, requiring you to get closer to the screen than is probably healthy! On top of that, details of the various animals and plants, at the foot of the screen are decidedly tiny, basically meaning the game becomes more of a chore than a necessity. Those with the latest 20" screens will be fine, for us low-tech players with 14" monitors, the presentation problem is evident and quite irrevocable.

A small public comment, in the overall scheme of things, *Sim Life* is certainly not everybody's cup of tea — in fact of repeating ourselves, this is as far removed from *Sim City* as *Smash Soccer* is from *Premier Manager*. The latter game, yet a more lengthy, involved and complex approach. If you revel in these games then *Sim Life*'s undoubtedly a winner, but this is certainly not for the casual user.

Mark!

amiga
FORCE Rating!

■ DEVELOPERS: MESA

■ RELEASE: 4

■ PLAYERS: 1

■ GENRE: SIM

■ APPROX. AGE REQUIRED

■ HD INSTALL: YES

■ Not exactly the best of and end-all, but an intricate mix of the genres.

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CYBERPUNKS

■ Core Design,
£25.99

Okay guys, here's your brief. With the 501st Cyber Assault Squad, members being Rias, Gee and Gee (oh dear — Ed), you have to battle through five different missions, adding order to the galaxy and becoming intergalactic heroes in the best. Not a job for the faint-hearted!

Cyberpunk is a multi-directional first-and-destroy game, in which you lead your assault squad through various levels killed out with all kinds of hi-tech gadgetry, not to mention aliens and the like.

Your team leader's Rias, who, with his dual-beam machine and heavy artillery, has one attitude on him. The others, Gee and Gee (I lost a song singing 'ah...'), follow in his footsteps, flying on hovercraft. All in a rather nice way, of course.

Each of the players has to be completed within a certain time limit, with your goals ranging from destroying a mutant life form on an asteroid to rescuing a top scientist. Along the way, you need to collect disks used in the computer to access information about the level you're on via blueprints.

lan!

■ It's only the fact that Sensible's Garmen Poddar isn't out yet that's stopping me calling this a done — I hope it isn't in development before the previous and sensible collection!

I can't say I was terribly impressed by this one. The graphics are cute and cuddly enough, but show little appreciation of perspective, and at the end of the day it all seems a little flat and lifeless. Our puppet man, Smith, is right (for once) when he says there are a few good ideas in there, it's just a shame they don't do more with 'em. No harm!



as well as opening up the doors and using the holograph projector.

You win again

Whoops — nearly gave away my secret Bee God incarnation there. Anyway, the three Cyberpunks are resourceful bbs — not only are they adept at using the computer, they can also collect various weaponry on their travels, progressing from the basic machine-guns through to bullet-killing apple-lasers. Not bad for a group of guys looking like mice from the Chipmunk cartoons.

Finishing a level's a matter of collecting the right items, utilising paraphernalia (from disks to medical kits), beating up the right aliens (in most cases, that means all of them) and making your way to the exit lift. Not exactly gripping stuff, but fairly frantic at the same time.

The end of a video sets a more dramatic challenge as you attempt to complete the mission and fly in glory, only to be faced by a bigger and badder threat next time.

Having these characters in the control role's a good idea, with each one able to carry and use the various gadgets you come across. Another novel idea allows you to have Gee and Gee firing in the same direction as Rias or in the direction they're facing, effectively allowing you to cover your back at all times.

Cyberpunk's an interesting title game, with enough going on to keep you coming back for more. See outside for my final thought.

Mark!



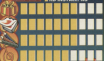
The time!

■ On starting, switch your gunner to 'free', allowing you to fire in more than one direction at once. When lighting the larger aliens, it's a good idea to have them all firing in the same direction, though.



amiga
Force Rating!

■ DEVELOPERS: IN-ROUSE
■ GAMES: 1
■ PLAYERS: 1
■ GENRE: ACTION
■ 1200 COMPAT: YES
■ HD INSTALL: NO



■ A few nice ideas, but tends to get repetitive.

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■ CHRISTMAS 1993 ■

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Reviews!

Rich pickings!

LIVERPOOL

Grandslam £TBA

Liverpool — supposedly the finest club in Britain's footballing history. I'd go for the Arsenal myself — who could ever forget Michael Thomas' goal in the dying seconds of the 88/89 season's final match?

Big and large, footy games haven't proved too successful a formula in the past. The Miss Listed games aren't that hot, while the Arsenal game's been years in the making and it's still not here!

The basis of Liverpool seems you guiding the dub back to the top, with both a full season and the FA Cup included. Team selection's your responsibility, with a full squad to choose from. Each player has abilities marked in percentage ratings, from strength to skill, with 20 players available in total.

Walk On...

The play's viewed from behind, stick-men representing the players. Okay, maybe that's a bit harsh, but they certainly don't look like professional footballers! The goalkeeper stands steadily between the sticks — there's no net, just goalposts and a crossbar. The 'keepers are also

somewhat erratic, just like Bruce really, sitting in the safest of spots but saving the corners.

Controlling the players is pretty simple, although a few basic flaws let the game down. Passing's a complex affair — you always seem to boot the ball overfield, followed by a mad rush to reach it. Hardly the Liverpool of old (possibly the Nineties version, though).

With Hope In...

Yellow or red cards follow every single foul, while, when you score a goal, the screen flicks back to the centre-circle before you get the chance to see the ball cross the line. You can't even tell who scored the goal.

Probably the worst part of the game's the artificial intelligence, or lack of it; the players simply move into pre-arranged positions and stand still until the ball's within a few inches. Not exactly the sort of quality that we're used to in the recent football simulations, nor is it very representative of the real thing.

Liverpool's a nice concept but very poorly executed. Despite the impressive range of options, it really doesn't compare with the likes of Soccer or Baseball. Even Liverpool fans will be disappointed.

Mark!

- All of the features are included, from snow-days to free kicks and penalties. Pity about the game, though!

amiga

Force Rating!

- DEVELOPERS: ARCON/GRANDSLAM
- DISKS: 2
- PLAYERS: 2
- GENRE: FOOTY-SIM
- 1200 COMPAT: YES
- HD INSTALL: NO



Despite the endorsement, this is hardly Premier League stuff.

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- Try running up the wings — the computer players have a hard time tackling you, so you can take the ball the whole distance!

54

amiga

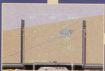
■ CHRISTMAS 1993 ■

Reviews!

Rich pickings!



Keep looking over your shoulder. I know it's tedious because of the disassembling, but it's also very important.



MicroProse, £34.99

Over the last month, just the release of two games has been looking forward to for ages — and they're both out! Space Hulk (reviewed over the page) was first to disappoint, and now...

Let's start at the beginning. Dogfight's the latest sci-fi game out from MicroProse, but it's not a fight-aim as such. Instead of taking off, flying into enemy territory, doing whatever it is you're meant to, returning to your home airbase and landing, the game's been stripped to the bare bones.

The game covers only one small part of a fighter pilot's life of you're modelling what that is, note the subtle hint in the title.

Dogfight's divided into three sections: Dual Mode (two contemporary planes engaged in combat), Missions (small-scale scenarios how the timepieces used in the duals) and What If, offering the chance of fighting one or more planes from any faction: conflict available, is a piece of your choice.

Ever wonder how a WWI Sopwith Camel would cope with a Mirage from the Falklands War or a 1950s Sabre jet? Now you can find out (after a fashion). There are 12 aircraft in all, so to make life easier, the big 'M' removed most of the keyboard-control associated with flight: yep, and just for as possible standardised the control and heated up the keys.

Fight Or Flight?

It's great to see someone taking a new look at the fight-aim game, but Dogfight fails on almost every

level. It's too slow and tedious for the hardened arcade player and lacks the depth demanded by dedicated flight simmers. You start in the air with no option to take off from a runway. Although you can choose your starting position (behind enemy forces from above, random, etc), with no radar or other very easy to use look at your foe. The flight model has a dull, lifeless feel to it and there's little variation in the way the planes handle — an 800mph biplane feels alarmingly similar to an ultra-modern Fighting Falcon. All depend heavily on machine guns, though missiles (but not the chance to shoot them) are available on the more modern machines.

Dogfight's most major malady, however, is it gives no real feeling of fight. The ground's flat and featureless, using a contour grid to give the illusion of movement, and no matter where you choose to fight your foe it always looks the same. The weapon's sluggish and the graphics are featureless and washed-out.

and the graphics are featureless and washed-out. The world of all, the stand outside view after demand disassembling, slowing the game further and making it impossible to look over your shoulder for the enemy. Indeed, the game feels all the better of a PC port — if this is what happened, it's a major step in the wrong direction for MicroProse. Gunship 2000 was completely superior for its Amiga release and that scored 90%!

It's difficult to see who Dogfight is aimed at. It's too slow for arcade players, too shallow for sim fans

and its sluggish update means it won't even give good for practicing dogfighting skills. After the week of a two-player serial link option is unimpressive.



DOGFIGHT



■ Despite fan's excitement when Dogfight arrived, I remained pretty unimpressed by the whole deal — and rightly so.

It's simply too dense slow for my liking, there's not enough 'combat', and far too much disassembling these damned beasts. You can't beat a good fight aim but you can spare time Dogfight ■

amiga FORCE Rating!

DEVELOPER: MICROPROSE
SERIES: DOGFIGHT
PLAYERS: 1
GENRE: FLIGHT-SIM
A1200 COMPAT: YES
HD INSTALL: YES



■ A rare dud from MicroProse — not up to their usual standard at all.

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amiga

CHRISTMAS 1993



Reviews!

SPACE HULK

Electronic Arts, £24.99

Strange plot. The Gemanators (a larger, creeped alien race) are invading Earth-bound wrecks of derelict spacecraft (the apocalyptic space hulks). They must be stopped, and the Space Marines are the only guys to do it. Fair enough, but why board the hulks and kick ass with hand weapons? Why not blast them with a few hi-tech homing missiles from the safety of outer space? Perhaps their quasi-religious code of honour won't let them do things the easy way...

Unlucky! Their lack of intelligence isn't limited to the plot, but more of that later. You control a squad of five terminators (as they like to be called). A top-down RPG-view gives an omniscient perspective whereby you can only move one terminator at a time, or you can flick to an overhead view and move them en masse (but not fast).

You've a limited amount of 'breath time' to give movement orders, which are carried out when you return to real-time. The Gemanators move faster than you and are highly intelligent, so watch out for rear and flank attacks.

The basic game concept is excellent, a sort of real-time Space Crusader with a different perspective. The graphics are moody and atmospheric (though the main on-screen window is a little small) and the music's blonniey/smoking.

So where did it all go wrong? Well for starters, controlling five men (or ten in two-squad missions) in real-time demands an advanced state of schizophrenia. Sure you can order 'em

around in freeze-time, but the enemies move so blonniey fast they're often on top of you before you can say 'AAAAHHH! They rip you apart in seconds too.

You're Fired...

The troops can fire on their own initiative, but they're not very good at it. Even more alarmingly, they seem incapable of turning to face an oncoming enemy. By the time you've selected the terminator under attack and turned him around, he's dead.

You then select the guy behind him by hitting the correct function key, and the main window changes to his viewpoint, just in time to watch him die. You can lose an entire squad while grubbing for the buttons.

Even when you've got the hang of it, there's little incentive to go on. The hulks are dominated by narrow corridors, forcing the troops to walk in single file and limiting the strategy element horrendously. There don't seem to be any enemies other than Gemanators, either. Come on foks, how about a lot of variety here? Picking from freeze to real-time makes it very stop-starty too.

Space Hulk has all the trappings of a great game, but seems dramatically under-played. There are a number of ways it could be improved. You could control less troops, make them more useful to destroy attacks, slow down the Gemanators or even do away with the real-time approach all together. As it stands, though, it's a lot of frustration and disk-wrapping for very little reward.

Mark!

The hype surrounding Space Hulk gave us high expectations, but we came away thoroughly disappointed.

Where did it go wrong? The Warhammer process works well on paper, but, in this computer game, it falls flat on its pixelated face. Real-time is all well and good, but not when it's badly implemented. Here it just adds to the frustration because the set-up fails to impress.

For example, when a Gemanator attacks your squadrons from the side, you have to reach for the mouse controls to face him, rather than the computer turning you automatically. A small point, yes, but very representative of the overall feel of the game.

It could've been a goodie, but as it stands it, um, isn't. The gamers dragged by real fans that should've been picked up during playtesting and will quickly reside in the back of the cupboard, I'm afraid.

A lot of frustration... for little reward

Tip time! Use the flame thrower to block off corridors (but make sure you don't have to go down 'em first)!

Tip time!



lan!

amiga
FORCE Rating!

- DEVELOPERS: BOY & BA
- DESIGN: B
- PLAYERS: 4
- GENRE: STRATEGY
- 1000 COMPAT: YES
- HD INSTALL: NO



A promising game let down by silly flaws. Not Electronic Arts' finest hour.

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CHRISTMAS 1993

amiga

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Rich pickings!

TURRICAN 3

■ Renegade, £25.99

Turrican's a gaming legend. In the three years since the first Turrican sat on the Amiga, he's never been short of video engagements.

Opening shops, listing winners at award ceremonies, making guest appearances on breakfast TV... you name it, he's done it.

Then the inevitable happened. The unreality and Empire returned, and once more the potency that he tried to get rid of him, sending him into better shops, Ross, the room and returned to a video-tape extensive and appearances on chat shows, TV quizzes and even *This is Your Life*.

All was well for a few years, but the sequel never let up, and he's only been back since more. Again Turrican bravely battles the battles across five non-stop action levels, each divided into three separate stages.

Turrican II, Creep

Maybe the cynical, but do we really need another Turrican game? For my money there's very little to set this effort apart from its predecessor. For example, the outlandish weapons are still there, again firing in angles, different ways. A little improved joystick jiggling, too you leaping across platforms, blasting seven shades of blue, pink, but

of the store and even turning into a mine-dropping cartoonist. In a rare splash of innovation they also add a hapsoo-bingo for taking onto platforms and twirling is precisely impossible to reach places, *Belman*. The latest bits.

Shooting a chest reveals power-ups including gun-charging levers, retransmitters or widening scatter shots. Picking up a weapon you're using increases its power in stages — just a different gun for a change. Other grabable goodies like in results in making your energy bar, and extra lives and shields for temporary invulnerability.

The game's a standard Turrican.

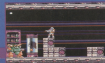
platform badder-blasting. A few extra enemies are added, making the game more frantic, but apart from that it's just more of the same. I've never liked shoot 'em ups using energy bars, either. They're okay if held-tem-up as you fall over (or at least, slowly) when you fall, but for the walking into a bubble and not dying stops the game of

its remedying.

Turrican 3's short-lived energy and its visual and some effects mean this isn't as big a bogger as in the previous offerings, but it's still annoying. Some of the levels spread a bit, too, with more than their fair share of unseen deaths and awkward need-for-hapsoo bits — very annoying when you're up against the clock.

On the plus side, the graphics are cool (though, again, derivative — if I rate one more Alien-inspired sprite (I know) and the alien's last and Turrican. It's really a missed opportunity, though. We expect more from a sequel than a straight retort of old ideas. Not bad, but of little use if you've already got one of the earlier games.

lan!



The time!

■ Spend some time getting used to the joystick control! ■



Chris!

(Above) Well I'm the king of the leapers, a jumper YEP...

(Left) With hair like that she looks like a young Phillis Pearce.

■ Hee... this isn't a bad game in its own right, but it's more of a slight tweaking than a sequel. Turrican 3 offers little in the way of innovation or originality.

A lot of water's passed under the bridge since Turrican first hit the shelves. Look at *Thalion's Darkport*, for example — a change of scene and a batch of new ideas and you've got the true Turrican for the times. This effort's just a retask of old ideas — for die-hard fans only.



amiga
FORCE Rating!

DEVELOPERS: FACTOR FIVE

DISKS: 1

PLAYERS: 1

GENRE: SHOOT-EM UP

100% COMPAT: YES

HD INSTALL: NO



■ Interesting enough in a semi-ubiquitous sort of way, but no more.

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Chris!

■ This reminds me of those old games you find in back-street arcades, not only in design but also in long-term appeal.

I can't find of Bob's innocent raving, there's little more to the game than flinging fire from one side of the room to the other. The mazes set to really tease or challenge, with nothing to keep you glued to the screen after the first few levels. It certainly didn't do much for me! ■



Time
time!

Reviews!

■ Try this password for Level 20: Y0PEPWH0 ■

Boomerang against the yellow blocks to smash them out of your path. It's a bit tricky but what if you want to negotiate the level.

BOB'S BAD DAY



■ **Psygnosis, £25.99**

Scan the bonus level in *Sonic The Hedgehog* where our blue-spined buddy cuts into a ball, bouncing round a revolving maze, collecting rings? Well, this game's just like that. The blue mammal's replaced by a dishevelled hermit, the rings are coins and a few extra devices added — but the gameplay remains the same!

The game's set in a voxel-from-above maze looking like it's made from psychodelic toly-spots (for the first few levels at least). You're like control over the main sprite, instead you govern his movements by rotating the maze, the effects of gravity putting Bob downwards. Tweak a slowly and he gently rolls down the nearly-vertical slope; turn it upside down and he falls through the air. Hitting the top button makes him bounce on the spot.

Needless to say, the mazes get increasingly complicated as you progress. They also throw in help-or-hinder-devices, including apples costing a couple of coins (don't eat all and it's 'game over'), extra bouncers, and arrows changing the direction of gravity — instead of falling down you fall up, right or left. The arrows are far too prolific on the early levels, making controlled play almost impossible. They also encourage throwing the joystick around at random. Thankfully, this settles down later on.

making a challenge rather than a chore. Later still, yet more collectables appear, the aggression-enemies allowing you to smash through certain contrivancing apobots, a control-roboter preventing you making certain joystick movements and even a teleporter.

A-maze-ing Antics...

Thankfully, *Psygnosis* include a password system taking you straight to any of the game's 100 levels. You only get one life per game but continues are infinite, unlike time — run out and the Bob-like character on the status bar turns green and vanishes (and you die, of course). The levels are also well constructed, offering a serious challenge and demanding lateral thinking, it's a pity this forward-planning isn't applied to the difficulty curve — Level Ten, for example, is as well constructed, taking a fair few plays to master, yet Level 11's a doozy! The game doesn't reach this degree of difficulty again until around

Level 20. Curious...
Thankfully, *Psygnosis* have produced a creditable game from a very simple concept, though it occasionally crosses the line between 'challenging' and 'frustrating'. Also has many puzzles, it's a little over-priced. Not a bad effort, though it won't appeal to everyone and won't help you playing better.

lan!

lan!

“You’ve
little control
over the
sprite”

amiga
FORCE Rating!

■ DEVELOPERS: THE DOME TEAM
■ DISCS: 2
■ PLAYERS: 1
■ GENRE: PUZZLE
■ 100% COMPAT: YES
■ HD INSTALL: NO



■ A fair old puzzler, but nothing to test your head over.

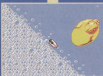
69
59

■ CHRISTMAS 1993 ■

amiga
magazine

Reviews!

Rich pickings!



From the breakfast table to the pool table, Micro Machines offers you the chance to race on them all!



Choppers



Formula One



Mega Tanks



Turbo Buggies



Warriors



Okay, who's the sad biker who chases Splinter?



MICRO

CodeMasters, £25.99

Funny things, sciences. Software companies tell over each other to grab 'em, believing they sell games, and they're right! Check out the Amiga charts in any particular month and they're full of the sciences, often of conversions and reams of one sort or another.

Some sciences sell themselves easily to gamers, offering a great central spot and lots to hang the action on, enough for too many just instant programmers and designers' freedom resulting in generic, gaming subplots.

Remember (I can't) face in the sockets, but without its custom hardware it was dire. What about Terminator 2? With the software house desperate to cling onto the film's storyboard, a series of dull sub-games became inevitable. And would Nigel Marshall's World Championship have been any more without of Nigel's multicoloured mug on the box? As their water fountains can be extremely hot, but they do sell software.

Perhaps the best are the ones forwarding nothing from the programmers. Take Peter Software's Truth — it gave the game an instantly recognisable character, but set no limitations on artistic freedom. The result? One of the best platformers ever to appear on the Amiga!

Micro Machines is in a very similar vein. The pocket sized boys (if you're very small pocket) haven't a story to tell, they're not 'real world' just to grind and they're no impossible-to-compare quips digging the weaker coin up and boardgame conversions. Instead they offer the game-designer a simple-but-effective hook

on which to hang the game and a great deal of artistic licence (no pun intended). The result? A working game selling character and charm!

Mini Mayhem...

Micro Machines is a modern-day Supersprint variant, with scrolling rather than static tracks. Unless most overhead-tactics, you're not doing ordinary, everyday road or F1 cars. Instead you take control of a Micro Machine, each level offering a different microscopical theme.

The scrolling world takes place in a both flat, with wavy walls marking the edges of the track. Guide your miniature speedster under the built-back and past the rubber duck, qualifying for the main event by finishing it first (not difficult). You then go on to the challenge, a three-lap race

against three computer-opponents of your choice. Not that they drive any different — the game gets harder as you go (obviously), but this doesn't seem to be affected by your choice of characters.

You've three lives to play with, using one if you fail to finish in the top five.

The tracks are individually imaginative, being set against a variety of everyday locations. After completing the qualifying round you find yourself racing four-by-four on the breakfast table, the course mapped out by lines of cereal and obstacles. They include strange pace stings on the track to slow you down and a rather rough place-mat. Later you race well and warrior cars on the garage floor, and buggies in a sand-pit (what else?) and (my personal fave) Formula One cars on a pool-table. Isn't this more fun than generic roads and racetracks?

The micro element offers all sorts of devices and obstacles to creep in, such as following the track into a pocket on the pool table and so on.

It plays like a good'un



**Ruff
Trux**



**Sand
Jeeps**



**Power
Boats**



**Sports
Cars**



Mega!

Reviews!

It's a shame the game isn't as technically impressive as the Mega Drive version, but at the end of the day it's gaming that counts. Micro Machines scores high marks, too: quick, four-wheeled drive playability from every track plug.

The Superprint's gameplay is timeless, and Micro Machines adds a whole new angle on the genre — racing tiny vehicles on tracks made from everyday objects is far more fun than the usual offering.

With a little tweaking, this could be a worthy rival, but as it stands it's still an unmissable offering. Buy it for you're a Goody!

Only release the accelerator for sharp corners.

**Tip
time!**

MACHINES

appearing from another, or leaping across a gap in the landscape using a ring binder as a ramp. You can leave the track to avoid a hazard, but try to cut too much of the course and the car explodes.

There is front these times in a row and you get to play the bonus levels, guiding big wheeled suit trucks through starchy and hazardous terrain.

Driving Force...

The vehicles all have their own idiosyncrasies. The warrens, for example, have very little inertia — unlike the sports cars. The tracks also have a character of their own. Everyday objects take on a whole new appearance when you're racing vehicles on a roll.

When familiar with the layout, scattered articles also make useful indicators of what's coming. For example, when you pass the Floriole on the desktop drop-off, you know there's a sharp left turn or the way — prepare for a split or you drive right off the desk.

Micro Machines has a unique two-player option too. Instead of splitting the screen and making it impossible to tell when the birds are coming, you face your opponent on the same screen, the scrolling following the leader. If the tail-enders are scrolled off the screen, the cars are placed side-by-side in the centre and a point's taken from the loser and given to the foe. Lose 'em all and you've lost! This option's also available against the computer, as a single race or a tournament covering each of the tracks in turn.

Technologically, Micro Machines isn't as good as the Mega Drive version — the graphics are slightly inferior and the painstakingly drawn on tabletop levels are missing. Even so it plays like a good 'un. The Micro Machines provide a welcome and interesting change from the usual Superprint and the courses are imaginative in the extreme.

lan!



Spider finishes last again. Our tips boy just couldn't see through the shades!



**amiga
FORCE Racing!**

- DEVELOPER: IN-HOUSE
- DISKS: 1
- PLAYERS: 1-2
- GENRE: DRIVER
- 1000 COMPAT: YES
- NO INSTALL: NO



A superb Superprint version taking in new looks at the genre. Great stuff.

**89
61**

CHRISTMAS 1993

amiga

Budget!

Budget bargains!



NIGHT SHIFT

■ Kixx XL, £14.99

Working in a warehouse has never appeared to the AMIGA FORCE team — we like the idea of bustling in at noon, playing budget games all day and getting home in time for tea (you'd be so lucky

— Ed). Hard work never did anyone any harm, though, and Kixx's re-release of LucasArts' *Night Shift* looks to prove the old adage right.

Your duties on the night shift begin rather casually, but, by the time you're due to clock out, the tasks become all the more demanding: Guiding your foot-man (or woman) around the giant factory, your tasks include looking in dodgy pipes and inserting faulty valves. Once you've got the *BEAST* in perfect working order manufacturing begins, with figures from *Star Wars* and Indiana Jones going into production.

Each night gives you a new quota to meet and extra duties to perform. Conveyor belts must be sent bounding the correct way, you need to keep the electricity generating by peddling a bike, paint needs to be mixed and

even Quality Controllers appeared.

Different tools are also scattered around the plant, such as wrenches, balloons and matches (the stickable kind) — all with particular uses. My first few plays were, well, a bit crap.

Stewards seem to exist with heads, whose the torso should be which doesn't impress Frank Foreman, the company's Production Manager. P45s were flying everywhere and my jaw was as puffy as it is in an AMIGA FORCE. A few shifts on, though, and everything clicks into place, pointing to a good difficulty curve as well as an impatient player.

Later on more 'BEAST'

components are revealed, requiring you to perform a few more maintenance tasks before production can begin. Don't forget, there's money and your clock's forever ticking away — if you don't produce the necessary quota, you join the dole queue!

Night Shift's playable, despite its initially clunky control systems and some very poor graphics. It's certainly not your classic LucasArts game, with little in the way of depth, but it makes a decent enough budget game.

“A decent enough budget game”

lan!

■ What's the deal on Kix XL?

If you've already read my glowing endorsement of *Kixx* or *The Day*, you know I think the team's a real boon to the Amiga scene, but one-disk games with only a single sheet of instructions really ought to be on their ordinary budget label. The game itself is pretty neat, taking a fresh look at the arcade puzzle. There's always plenty to do, and the learning curve gets you used to the *BEAST*'s complexities in bite-sized stages.

Not a bad release at all, but it shouldn't be on a PRE-MUM budget label. ■



Mark!



Tip time!

Once manufacturing's up and running, search around the plant for new items and tools.

amiga FORCE Ratings!

■ An enjoyable romp through warehouse-land, but not enough thrills to keep you coming back.

72

62

amiga FORCE

■ CHRISTMAS 1993 ■

THE ADVENTURES OF ROBIN HOOD

Budget!



Klxxx XL £14.99

A legend, a hero and a damel fine fine star, the story of Robin Hood has stood the test of time well. The Adventures of Robin Hood takes up the tale of the outlaws, pitting him against the evil Sheriff who's managed to nick his castle.

This is certainly not what you expect from a run-of-the-mill adventure. Viewed in isometric 3-D, your goal is to eventually rid Nottingham of the Sheriff and his high taxes, recruiting a band of fellow outlaws to aid you.

Robin Hood offers from other games in that your tasks and aims prior to that feud, fatal battle are pretty much hidden from you. It all takes place in real time, so many events happen around you — don't be surprised to see the famed Bowman ripping off for a quick pint or following a crowd of people as they flock to be addressed by the Sheriff. Initially, this is all a bit off-putting, but it's all part of the game's charm.

Guiding Robin through the woods and buildings is a simple affair, utilizing on-screen arrows for movement. Icons are used to perform other actions, such as collecting/dropping items, viewing the surrounding area, conversing with other folk and

using his sword or bow.

Riding through the glades...

Sometimes, the intention of an action doesn't always have the desired effect. Rather than talk to people, Robin has this tendency to follow them, especially pretty maidens. This can lead the lad into some trouble. Following Marian to the castle had Robin in the deepest mire, having

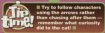
been sentenced to hang, his sword skills earned the only option open to us.

Unfortunately, the Norman guard was a tough nut to crack, leaving Robin slumped and, well, not feeling too well.

The humor's a surprising addition, but really helps the game. Robin seems to be tortured by depression, while the people of Nottingham aren't so impressed he let the Sheriff get hold of his castle in the first place.

It's the freedom allowed that makes the game so impressive, though. Being left to your own devices can be the downfall of a game. In Robin Hood, it gives you the opportunity to delve into an adventure that constantly points into deeper and darker territory. We were suitably impressed — again, Klxxx XL have delivered a game offering true value for money.

“ We were suitably impressed ”



(Below) Come on Robin, you've got to get your castle back — it's no use hanging around!



amiga
FORCE Rating!
89
A fabulous adventure keeping you playing for a very long time. Buy it!

The timer!
Try to follow characters across the screen other than chasing after them — remember what curiously did in the cell!

■ CHRISTMAS 1995 ■

amiga
MAGAZINE

Mark!

63

Budget! Budget bargains!

LINKS



■ If you must play it from floppies, get a handheld to keep you busy between shots. ■



■ Playing this from floppies is the watching-probably-golf-on-19801 for 24 hours later. The pointless anecdotes and my wife's so-ugly-yeah-are-missing, but it's just as successfully boring.

The game itself's got a lot going for it (not least the great graphics), but you end up throwing it across the room long before you get to see its finer points. If it had been converted properly, it's guaranteed to be the Amiga's strength and weakness. It'd be great. As it stands, it's criminally playable.

If you're got a hard drive it might be worth a look, but I'd still recommend MicroProse Golf instead. Looka stink! ■



amiga
FORCE Rating!

■ With a hard drive = 75%
From floppies = 15%
Mind-bogglingly slow if you've no hard drive.

75

Jan!

■ Kixx XL, £16.99

Links XL... the best golf game ever to hit the PC. The graphics are amazing, being designed from genuine golfers and trees, with landscapes so real you can almost smell the freshly-cut lawns. It really is a wonder.

Links... the Amiga conversion of the PC game. The idea isn't gone for obvious reasons, but the digitised graphics and fluid animation remain. And it's cheap!

The good thing about PCs is their processing power — they're virtually no spite support, making them less-than-fertile for arcade games, but for sheer number-crunching they're amazing. Games like golf and flight, which require exactly this quality, are re-drawing landscapes and images, at a very mathematical

exercise (don't ask me to explain why, I'm a journalist not a computer programmer, just take it from me if it's). That's why games ported to the Amiga from the PC can appear to re-programme) run so darned slowly. The Amiga just hasn't been the head for figures enjoyed by its business-orientated brother.

Such is the problem with Links, its idiosyncrasies and running speed clearly show it's been written for a hard drive — you can run it from floppies, but you need two drives (a fact made far-from-clear on the box — it's printed as only letters on the system requirements panel, so one just reads anyway) and even then you can't use the combined drives or have a game without a hard drive (and that's only stated on a sticker inside the box). It's also disgustingly slow, taking ages to re-choose a shot.

Watch The Clock...

The main draw to the game by its running speed cannot be over-emphasised. I can't even call it 'sluggish' as before-drawing instructions run like the wind compared to Links. My experiences on the first hole were as follows — approach, the ball, and take the first shot. Fast enough. I then watched the disk access lights flash on and off like the Blackpool Illuminations, stared at the rolling, returned to the screen, saw it wasn't ready yet, twiddled my thumbs, stared at the ceiling again (it hadn't changed), counted the hairs on the back of my hand (that got really to take the next shot (as last). So what next? I took the shot, watched the disk drives light up like a Christmas tree, made a paper aeroplane.

There it all finally catching him in the carafe, got told off, went for a coffee, came back, sat in front of the computer and after a brief wait I was off again. Shot three — I hit the ball, counted the tea stains on the Amiga, screwed up a piece of paper, threw it at Chris Martin (and missed), ducked as he threw it back again, contemplated life, the universe and everything (I'll have to write a book about it sometime), and reflected that the game probably isn't as successful on the Amiga as it is on the PC.

With classy products like MicroProse Golf, Nick Faldo's and PGA Tour on the market (all of which come written with the Amiga's capabilities in mind), these seem little short in even considering this effort. If you've a hard drive it might be worth a look — it looks great and it might be really to be used as a sim. Without one, though, it's simply unplayable — with only one drive, literally so.

“It's disgustingly slow.”

”

64

amiga

■ CHRISTMAS 1993 ■



Chris!

Budget!

Now that's what I call a flight sim — the update's fast, the missions exciting and the lack of hi-tech bombing missions makes dogfighting a real challenge.

The original Monomorph manual (also included) pays sterling attention to detail and fascinating historical notes, making *Knights Of The Sky* an all-round bargain. If you avoid some 'cos of the complicated keyboard controls, this one's for you — it's easy to get into, but impossible to put down.

• Make use of the cockpit views, especially the rear — don't get an enemy on your tail.

Time!

KNIGHTS OF THE SKY

amiga
FORCE
RATING

Kixx XL, £16.99

Flight-sims — head-up displays, multi-million dollar missiles, laser lock-on, retractable undercarriage, chaff, afterburners... *Knights Of The Sky* has none of 'em. In the days before a fully-equipped fighter cost more than a small town and when jet engines were a novelty in Frank Whittle's eyes, prop-driven bi-planes ruled the skies. Aircraft first saw military action in World War One and *Knights Of The Sky* takes this conflict as its inspiration.

Unexpectedly for a former Microsoft game, KIXX boasts incredible attention to detail. I won't bore you with long lists of options cribbed from the manual while the game loads (we're not like other magi you know), but don't assume it's got enough depth to sink Jeremy Beadle (if you don't believe me, give it a try and do the work) a favour. Everyone's catered for, from the die-hard pick-up-and-play merchants to the serious sim expert.

Self-contained dogfights, training courses and modern head-to-head battles are available, but the heart of the game's in serving as a pilot in the Great War. Starting in 1916 with a rookie flier and a choice of two 'bikes (that's fully-voiced talk for players), you're sent on a series of missions over allied and occupied France.

Everling fighters, blasting reconnaissance balloons, intercepting enemy fighters, patrolling sensitive areas: each mission offers its own challenge and because the game generates its own, you never know what's coming next.

The Plane Truth...

Between flights you're treated to a series of camera pics depicting a newsreel, bar-moments, sunrise, light view missions etc. Always relevant, they never interfere with the game's flow. The flight cues, for example, inform you of aerodynamic developments, allied and enemy. As new planes are developed, your choice of skies widens — the game features every significant fighter of WW1, and for once they actually make a difference to

the flight model.

If you're not too experienced at flight-sims, lower difficulty levels greatly reduce the enemy pilot's ability. Their planes take very little damage before crumbling, while repeated hits reduce your own craft's performance, but it takes a lot of lead to bring it down. Needless to say, this imbalance is redressed as you advance. There are 13 viewpoints on offer, and they're not just cosmetic either — keep looking over your shoulder for the enemy, and don't spend too much time admiring the excellent views.

That's all very well, I hear you cry, but how does it play? Have no fear. Although AmigaGold's littered with brilliantly presented games, this one won't be joining the scrap heap — it's brilliant.

For a start, there's no disk-swapping, even with one drive. The game comes on two disks but the first's no longer needed after the 'insert disk two' message.

Those who hate all the keyboard-clobbering demanded by many sims are in for a treat. There are precious few keys to press and they soon become instinctive.

No need to flick through the manual to find which weapon to use either — it's a machine gun or nothing! — they fight like demons. On-screen messages tell you when you're isolated or scored a hit, and action replays of your finest and foulest moments are available too.

Not that any of this stops it being fun. The fast update gives a real feeling of flight and the seat-of-your-pants dogfighting, with no electronic assistance, blows you away. The artificial intelligence of the computer-controlled pilots is excellent, too. Getting any plane to stay in your gunsights long enough to blast it out of the sky's tricky enough, but wait until you meet an ally pilot — they fight like demons. On-screen messages tell you when you're isolated or scored a hit, and action replays of your finest and foulest moments are available too.

Kixx XL have brought us another quality game for under £20. Due to the size of manuals, games like this could never be sold as ordinary budget offerings, so fans of the genre need a label like Kixx XL. Keep 'em coming, that's what I say!



(Above) Shoot the Fokker!

(Right) Manfred von Richthofen, the Red Baron — WW1's highest-scoring ace.



amiga
FORCE
RATING

A brilliant flight-sim no enthusiast should be without. Miss this at your peril.

93

CHRISTMAS 1993

amiga

65

Public Domain!

Going Public!

What's this? Only one page?

I'm writing to my MP!

Normal services will be resumed next month, though, so don't despair - IAN 'DISGRUNTLED' OSBORNE...

ASSASSINS 134

■ Roberto Smith DTP (PD)
(Compilation)

This Assassin series of games is a Good Game Award-winning one (and a good compilation from the publisher).

CROSS CIRCUIT

This isn't a puzzle game, it's a strategy game. You're a hacker who can't fight the robots, so you have to use a clever disguise, making the robots believe you're really just putting cooling equipment.

It's not very original, but it's well programmed. The music is not too bad, and the robot boss battle is the only thing that's really good.



FWUP!

Two excellent titles, before we forget! One is a good game, the other is a good game, the other is a good game, the other is a good game.

CIRCUIT WAR

This is a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.



HAUNTED MINE #1

■ Roberto Smith DTP (PD)

This is a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.



OH NO! MORE YAMS

■ Roberto Smith DTP (PD)

This is a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.

ASSASSINS 135

■ Roberto Smith DTP
(Compilation)

This is a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.

GAMMON 1.3

This is a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.

ACE ACE

A real little Amiga offering, you control a Space



RAW

■ CLR (Licenseware)

This one's been accepted by the Central Licenseware Register, so it should be available from all participating outlets.

As a Head Army Worm (RAW) your task is to set the world of fisherman and wander along a single screen, platform environment collecting fishing gear. The systems are completely devoid of devices — you put these in yourself, like a Japanese game style.

Starting with three lives and a limited amount of fish, each fish you add to the screen costs money. These include block walls to turn the worm around, shuffles to ferry him from one platform to another, ladders to climb, etc. The more fishing gear you collect on your way to the exit, the more you earn.

In true Progress style, you're not in direct control over the main sprite. Instead you manipulate the environment (hopefully) to his advantage, progressing to the next level by grabbing at least three items.

It's not difficult to imagine this as a full-price.

With better presentation and finer tuned graphics, the concept could be developed for it to sit very comfortably with other Learning-inspired puzzles. As a licenseware release, it's a long.

PUBLIC ADDRESSES

ROBERTO SMITH DTP
100 Redden Way, Hampstead Garden
Suburb, London NW11 4LL
(90p per disk, +50p P&P)

Broader-style than leading out of entry, it's a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.

PIPELINE III

This is a good game, the other is a good game, the other is a good game, the other is a good game. It's a good game, the other is a good game, the other is a good game, the other is a good game.

I won't go into the morality of pinching other people's ideas, but I'm surprised software companies have put up with it for so long. If you're any thoughts on the subject, write in to FORGE MINE MAIL, — we'll be interested to know how readers feel about this.

TRITRIX

It's Peter...

Conclusion: A very good disk with no real faults. Gammon's a fairly recent, the latest clone is well associated and the only original [Ace Ace] offers fun for a while. Worth a shot.

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 0012 36 - 42cm approx
 0013 38 - 44cm approx
 0014 40 - 46cm approx
 0015 42 - 48cm approx
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FORCE

Playing Tips!

A bumper issue of tips this month, just in time for all those games that you'll get for Chrissy! Anyone lucky enough to get a CD32 will no doubt benefit from the Oscar tips, while, considering it's the season of goodwill to all men, we give those Humans (II) a helping hand!

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HUMANS II

One of the toughest games to even get started on, we've talked over the first two levels to bring you the definitive starting

guide to Humans II. From the joys of rope-climbing on Level One through the Witch Doctoring of Level Four

and onto the human-saving levels thereafter, you'll soon be flying through the levels in no time at all! Drop us a line with your problem levels and we'll see what we can do!

DEEP CORE

All of the tips that you could ever have wished for, especially for those having difficulty beating the system!

72



LEMMINGS LIFELINE

More Lemmings problems dealt with by our resident experts!

74

Get your yo-yos out and prepare to bash and dash your way around a variety of wild and weird worlds. Oscar's a game many are to find bulging out of their stockings on Christmas morning. To end those Boxing Day blues, we've come up with tips-a-plenty helping dear old Oscar celebrate a happy yuletide.

In the first Sol-Fi Zone there's a seemingly unreachable platform full of goodies. To get to it, run down the large hill and stop at the level to reveal previously invisible blocks.



In all zones avoid the Game Boy icon which flies out of the corner, as it turns the whole screen to dodgy shades of green, making it almost impossible to see enemies. It usually ends with you running headlong into them and losing many lives.



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amiga

■ CHRISTMAS 1993 ■





OSCAR.

The aim of the game is to retrieve those all-important Oscars and find the clapper board to complete the level.

We searched high and low to discover the whereabouts of Oscars hidden in the Sci-Fi and Horror Worlds...



Watch out for mine-cars in the Western Level. Time your movements as you can walk between them. They run and stop over them as they approach you. Most enemies are destroyed by jumping on their heads a few times. It's a lot quicker and safer, though, to bounce over them — especially the smaller ones.



Always be wary of the cack. Many come to life and rip away large chunks of energy. Whenever you see the large elephant in the baseball hat, remember to give him a good kick. It's not only good for a laugh, but it also marks your progression through the level. This is very handy as every time you die, you're returned to the last elephant kicked.

Playing Tips!

SCI-FI

From the beginning, ride the lift to the top and jump left to grab the first Oscar. Hut is your right and jump from the hallway to find another Oscar at the far right of the ledge. Keep moving to your right to find yet another of those little statues, as well as a big red elephant.

Make your way to the bridge above and grab the Oscar before returning to the left of the elephant for another one. Watch your way back to the start, moving right to grab the final statue of statues.

To reach the clapper board, ride the lift to the right of the elephant up to the large spaceship guarded by the robot. You find the clapper board just to the right of this position.



HORROR

Dive to your right and slip into the first ledge to jump up your first Oscar. Destroyed the first set of falls to grab the statue in your left, then fall right down into the water to find yet another. Swim right to the large set of falls and leap out to your right to encounter that big, stiff elephant and an Oscar. Continue moving to the right.

Paddle to the far right to pick up your Oscar and jump out of the water back onto dry land. At the top you see the clapper board with a statue to the right, grab this and head left walking your way up the platforms before moving right.

Remember to collect the five Oscars on your way. Then drop back down into the water and swim left to the large falls. Use the water to get the go-go and another Oscar. Swim the go-go to the left and smash the blocks to find one more Oscar. They are the one floor and walk right until you reach the dead end. Head to this is your penultimate statue, smash it and return to the clapper board. The final statue is to the left, just past the cemetery gates. Take it, returning to the clapper board to finish the level.



If you're looking for Oscar's go-go in the first Cemetery Zone, by swimming into the small alcove to the left of the large waterfall. Use it to smash blocks and defeating enemies.

Another very useful item hiding inside the coins is a bottle of green potion. This makes you invisible and invincible for a short while. Be careful, though, as it has a nasty habit of running out just when you need it most!



HUMAN 2

THE JURASSIC LEVELS

Humans —
When they're not beating the living daylight's out of each other, they join forces and battle evil-doers, Jurassic Park rejects and the world's most testing terrain. Wary from too much of the alternative Christmas spirit, we sat down to help the little blighters find their way home in time to meet Neanderthal Santa and his prehistoric elves...



1

Although the first stage is there to help you get to grips with the controls, it still takes patience and time to crack.

Kick off by moving your steel up the first ladder and building a tower to the left-hand ledge. Make the fifth human scurry up the man-made tower and collect the rope. Climb down and work your way left, using towers and the rope to see them safely across to the far side.

Collect the spear from the pit, then build another man-tower. Climb to the platform above. Use the spear to defeat the ugly human patrolling the ledge, then get the rope guy up there so you can haul up the others. Repeat the tower-building process to make it to the top left where you can grab the flame.

Lead your group back to the right-hand side and help the man with the flame reach the top-right ledge. Burn the bush and you're free.



3

The Witch Doctor and a rather strange dinosaur appear for the first time on Level Three.

Use the Witch Doctor to change the rather unfortunate guy on his left into a rope, then lower it down. Take one guy down to collect and lower the second rope off the left-hand side of the ledge, then let another human descend both ropes to rescue your little buddy, who's being held captive.

After they've descended back up, lower one of them on the right-hand side to collect the spear. Return to the Witch Doctor's platform and use a man-tower to climb to the dinosaur's ledge. Hurt the spear of the dinosaur, then as he scurries, grab the second spear and throw that, too.

To finish him off once and for all, get the whole team up; there so you can reach the third spear on the ledge above by building another man-tower, another direct hit to the final nail in the dinosaur's coffin.

Return to the point where you collected the first spear, lowering the Witch Doctor and one of his cronies down to the ground, so they can stand on the pressure plate to the right. Leave them here to make the obstacle on the right disappear and open your exit to this level.

Take the remaining humans to the top again, lowering a rope off the right-hand ledge as the rope-man and another human can climb down. Lower the second rope down to the ledge below. Guide your remaining human down the rope and the gold (not to mention a well earned victory) is yours!

2

From your starting position, climb the ladder and grab the spear. Make a man-tower so the spear-man can descend from the original starting ledge, then continue right utilising the lower axil to reach the right-hand ledge — take the rope.

Lead the others up to the ledge, then lower the whole team down and make a tower for the rope-man to descend. Use the rope to lower a man to the trapped human, rescuing the poor soul and adding a further member to your merry band. Haul them up and descend right to collect the flame.

Reverse the whole process by sending the spear and flame-men scurrying up to the top ledge. Use the spear-man to vault the gap, then throw the flame across so you can burn the bush. Now just vault to the right across all of the gaps to reach the exit.



4

Your first task is to collect the rope found on the top left ledge, accessible via a main tower. Get the wheel, make one of your humans tug on it and head to the main tower on your left. Climb the tower and the set of steps in order to get the spear.

Guide the whole tribe back to the platform level and construct a tower so you can reach the right-hand platform and the stranded human found there. Lead the whole tribe to the centre steps and build a tower to the black above, sending the spearman to the top to bring the whole team upwards.

Next build a tower to the Surto, separating him when he's within range. To the left of the Surto's a pressure pad; leave two tribe members standing on it and use the rope to lower the remaining humans over the right-hand ledge. Use a main tower to retrieve the rope man.

To your right is a set of stone steps; climb these using small main-towers. When you've reached the top, build a tower up to the ledge so your flame-man can climb it before burning the bush to gain access to the pit.

5

To get the rope, build a main-tower to the right of the start and a further one on the ledge above. Lower the rope over the right-hand side, allowing you to reach the spear in the pit.

Take the team left across the pit, then build another tower to the ledge. Lead the team up with the rope, then repeat the process to reach the next platform. Leave two of your tribe standing on the pressure pad, then lead the others back down and right.

Use another main tower to return to where the rope was found and get ready to attack the crossbar at the top of the ladder. As he's walking away, follow him and grab the flame. If you're very lucky, you can push the disc away with the flame before making a dash for freedom, but even if one guy gets eaten the rest can retrieve the flame with few problems.

Take the whole tribe back to the two humans on the pressure switch, then build a tower to the left platform. Burn the bush, build another tower and head for the exit.

9

First of all, climb the ladder to reach the rope, then go back down the ladder. Head right and throw the rope to the tribesman on the upper platform.

Use the rope to raise the other humans.

Head back to the top of the ladder; use main towers to grab the spears from the left and right platforms. When you reach the right-hand ledge, haul the team up and guide a spearman to the top. Vault right, then throw the spear back. Return using the new spear, moving down and right.

Send two spearman to kill the diversion, and, when he's dead, climb the ladder to collect the torch. The others can return by vaulting; get them to build a tower leading to the bush. Burn it, then feed the team up. Use another tower to reach the exit.



6

Kick off by using the Witch Doctor to change one of his contraptions into a rope and lower the magic-man down, building a main-tower to rescue the rope-man. Collect the spear on the left using the rope-man and build a tower to get to the platform on the right of your house. When the whole tribe's together, go down to the platform below using the rope followed by a tower to gather all the humans together.

Head down the ladder, lower the humans, down the left-hand side and retrieve the trapped tribesman, send another human down the right-hand side to collect the torch.

Throw both the rope and the torch to the left, and vault the spear-man across the gap, throwing the spear back so another human can get across. Grab the torch to burn the bush after climbing down the right-hand side.

Climb the rope again to collect the spear, then use it to vault from the burned bush to the trapped female, finishing the level in the process.



10

Use the main team at the bottom to build a tower, allowing you to grab the spear. Vault them all across to the far-right. Building a further tower so you can get the rope.

Send all the men to the crossbar's platform, then build another tower to collect the spear. Use all three spears to rope out the diversion, then vault to the left and climb the ladder. Build a tower so two humans can stand on the pressure pad, then retrieve the torch using a tower and the rope. Burn the bush, then build a few more towers to reach the woman awaiting rescue, completing the level.



So far, so good - join us again next month for more prehistoric pranks with the humans.

Playing Tips!



7

Send the first human down the ladder to collect the rope. Then return to the top and throw it across to the rest of the team. Use it to descend into the right-hand pit, taking the spear before lowering the team off the left side of the platform. Guide the first team member to the flame before sending him to join the others.

Take the whole tribe down to the left using the rope and a tower, then continue right, taking the spear in your go. Go down the steps, then lower the spear-man down the pit to burn the last guy.

Take the whole tribe to the bridge, sending only the flame-bearer across so he can burn the bush on the other side. Unfortunately the bridge now collapses, so the others must vault across.

When on the other side of the bridge, build a tower to reach the exit.

8

Lead the first human right, vaulting the gap with the spear found there, then lowering it back across so the others can follow. Send the spear-man to the top, vaulting the gap, and throw both spears back down. Hop onto the Piranadian's back, carrying you to the left where the torch awaits.

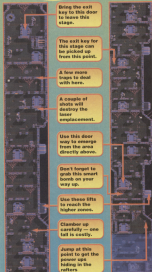
Send two humans to stand on the pressure pad at the top of the second ladder. Then vault past the rocks and collect the abandoned torch. Now bring the final tribesman to the top and throw the rope to the left. Vault after it with the spear, then lower the rope down the left-hand side. Use the high-flying Piranadian to fly back to the rope.

Guide the rest of the team to the top level, collecting the rope lying there. Drop it off the edge and lower it from the left of the next platform, taking the whole team down. Because the stranded man is lying down on the Piranadian, sleeping off when it's at its lowest point.

When the majority of your tribe reach the bottom, throw the torch to the left and vault after it, tossing the spear back so the others can follow. Burn the bush, build a small tower and bring the rest of the team across. Now you can reach the elusive exit!

Playing Tips!

Deep Core originally got a mixed reception. There's some great blasting on offer, but some of the devices slow you down without taxing the joystick. Here's some maps to help you on your way...



Bring the exit key to this door to leave this stage.

The exit key for this stage can be picked up from this point.

A few more traps to deal with here.

A couple of shots will destroy the later emplacement.

Use this door way to emerge from the area directly above.

Don't forget to grab this smart bomb on your way up.

Use these lifts to reach the higher areas.

Climber up carefully — one fall is costly.

Jump at this point to get the power up, hiding in the rafters.



CORE



Wait until the lasers have launched their beams before you pass through them.

Hit these switches to make the train carriage move right and blow up the mines.

You start your journey in the second zone at this point; go left and collect the keys needed for the return trip to the right. It's a long, hard slog but you can do it...



Another large laser splitting often can be found hiding in this room.

Watch out for attacks from above as well as the sides...

Use the keys from earlier in the zone to open these doors.



The shots from these turrets spread in three directions so remember to jump them to avoid their bullets.

Use the key marked with two lines to enter the sub-space tunnel to the rest of the zone.



Look out for attacks that suddenly crash down from the roof!

Enter this door to discover the room which contains the exit key.

Be careful now — the problems get worse!



Entering this bottom door will send you into a bonus room with plenty of useful items.

Keep your eyes open for power-ups as you move through the game.

Try to leap from the edge of the platforms.



Again, you need to be careful — there's no point in rushing now!

A few more brushes with danger and you're nearly there...

The exit door to this zone can be found after a quick dash through here.

Playing Tips!

Lemmings Lifeline™



Having nightmares over small green-haired beasties? Are tiny voices disturbing your sleep? Panic no more — the **LEMMINGS LIFELINE's** back to end your turgid troubles and give your minuscule mates a splatter-free Christmas!

Remember, if you're having problems on any level from the original *Lemmings*, *Oh No! More Lemmings* or *Lemmings 2*, write to: **Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

Remember, you **MUST** include the name of the game, the level you're stuck on and (where applicable) the password for that level. Sorry folks, but we can't give personal replies, so don't send an SAE.

NIGHTMARE ON LEM ST

(Lemmings; Fun Level 26)



Although this level looks deceptively simple, with only two Lemmings to save, it takes some dilly mousework to stop them getting consumed. So in true 'Aha! Aha! style, pay attention — I will say the only once...



YOU LIVE AND LEM

(Lemmings; Fun Level 21)

This level doesn't pose too much of a problem. As long as you see your builders and diggers to negotiate the traps and excavate the ground, you're laughing.

1

As your Lemmings fall from the entrance and begin to walk right, turn the third little chap into a blocker to stop the others following.



5

Use a basher to smash your way through the piece of earth blocking your path.



Playing Tips!

- 1** As soon as your two Lemmings reach the edge of the first block, turn them into floaters so they drift safely to the foot of the screen.



- 2** When they've reached the bottom, they walk right and come to a wall. On reaching the wall, turn them both into bashers to break a pathway through the block.



- 3** When your first Lemming's level with the end of the large suspended block, turn him into a builder to create a bridge up to the wall on the right.



- 4** When the second Lemming catches up with the first, turn him into a builder too and set them building a zig-zag pathway up to the large suspended block.



- 5** When they reach the top of the block, make them build another bridge to the right-hand wall.



- 6** As soon as your team reach the wall, back your way through to the right and beat a pathway to the exit...



- 2** When your fourth Lemming's on his return journey, turn him into a blocker just as he passes under the entrance. This stops your team falling into the water on the left.



- 3** As your advance party of Lemmings gets above the iron blocks, make them dig down to the space below.



- 4** On landing, turn your team into builders and build a bridge over the water.



- 6** It's time for more bashing! Dig a pathway to the right, through the large piece of earth. If any of your team turn round, make them build across the water from the other side to keep them safe.



- 7** Keep your team moving right, using your building skills to create another bridge over the space of metal containing the Lemming-trap. They should now reach the exit.



- 8** Blow up your right-hand blocker allowing the rest of the gang to stroll safely home.



TIPS BITS

Playing Tips!

Welcome to our handy helpline, written BY the readers FOR the readers!

Remember, if you're stuck on a game, write in. If the A-Team can't help you, our army of readers are only too pleased to lend a hand. If you can help a disgruntled Amiga gamer or if you've some new tips or cheats, drop us a line.

Every month we reward the best tipster with a free 12 month subscription (or a renewal if you already subscribe). All for just a few dozen hours of gaming. Now that can't be bad!

Write to us here at: TIPS BITS, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY8 1JW.

GALDREGON'S DOMAIN



Could you, or the Tips Bits readers, offer any tips or cheats for the game *Galdregon's Domain*? I believe I need to collect five crystals, unfortunately I can't get my hands on any of 'em.

Miss C. Tabernon, Devon

Well Miss C, Tips Bits has come up trumps once again. Here's a guide to finding the objects you need to kill each of the five gems' guardians.

The first thing to remember is keep your strength and stamina high: only fight if you have to. Keep your characteristics on the screen at all times, too. A lot of objects are just lying around and cannot be seen unless you do this.

Now for the information we promised about

these all important gems...

GEM 1: This is guarded by a lot-deep, wide Rotar's Castle. You need the cross from the Demoncoster's tower to defeat him.

GEM 2: This is found in the Caves of Doom and is guarded by a rock monster. To win the item needed to defeat it, you must kill all the gnomes in the cave — you then find a diamond. Use this to kill the rock monster.

GEM 3: Deep within the catacombs below the Temple of Set lies the third gem, guarded by a large demon. To kill it you need the ceremonial dagger.

GEM 4: At the South-West corner of the map there's a hidden labyrinth. Enter this and kill the Minotaurs — you find a key and a mirror. Next, seek out Medusa and use the mirror to defeat her. The gemstone is on her corpse.

GEM 5: Go to the Forest of Elves on the Western side of the map. Here you find the Elf King, defeat him and grab his Elven cloak. Go to the Assassins' Forest to the South-East and kill the assassins' leader to collect the fifth and final gem.

CUT OUT CHEAT!



THERE'S NOTHING WORSE THAN GAMES PACKAGES IN HUGE BOXES THAT ARE 50% AIR — NOW WE ARE OURSELVES SUPPOSED TO GET THESE CHEAT CHEATS. WORST EXACTLY FILL 'EM, BUT THEY'RE DAMNED USEFUL ALL THE SAME.

atomic robokid



bane of the cosmic forge

BALE OF THE
COSMIC FORGE

the blues brothers



brides of dracula



cabal

CABAL

civilisation

CIVILISATION

crime does not pay

CRIME DOES NOT
PAY

deuteros



■ CHRISTMAS 1993 ■

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Playing Tips!

GOLDEN AXE ■ IK+



■ Please can you help me — I'm stuck on Golden Axe. I can't rescue the king and his daughter as I keep running out of lives. Is there a cheat code for the Amiga version? Also, do you have any cheats for International Karate v2?

Mr Davies, Sussex

■ Can do. When playing in one-player mode on Golden Axe, plug a joystick in the mouse port. When you die, press fire on the second joystick to keep playing with player 2's lives.

In IK+, press space when forced to become unconscious for the rest of the level. Hope those helped you out, Mr Davies.

SYNDICATE

■ Chris Francis from Liverpool has written in with some cheats for Syndicate. Enter your company name as F004 A BANK for 100,000,000 credits. If you type RUM THOM at any time during the game, you can select the

missions in any order. Thanks for those cheats Chris, I'm sure lots of people are very grateful.

MEGA-LO-MANIA



■ Could you please help out as I'm getting really desperate. Has anyone a list of codes for MegaLoMania? Please help me — I can't live without 'em.

Tracey Moore, Palsgrave

■ All right, calm down. We have a couple of codes which give extra men on almost every level. Enter your password as SCARLET or MADCAP and watch those armies grow. If anyone has a complete list of codes, drop us a line.

DUNGEON MASTER ■ MOONSTONE ■ EYE OF THE BEHOLDER ■ MONKEY ISLAND ■ CHAOS STRIKES BACK

■ Can anybody help me? I'm in drastic need of tips or cheats for Dungeon Master, Moonstone, Eye of the Beholder, Monkey Island and Chaos Strikes Back. Any help you could give will be greatly appreciated.



James Lowe, Sheffield

■ We've searched high and low and come up with the following Moonstone tips to help you out all you lost gamers.

On reaching Stonehenge, if you don't want to sacrifice a valuable item place the pointer on the words GOLD, STRENGTH, CONSTITUTION or ENDURANCE and press fire. The Druids then go ahead with the ceremony and you get an extra life without losing anything.

In Chaos Strikes Back, to make yourself invincible find a dragon and cast the MO 30 00P SARI spell. Press escape twice to pause the game, and with the left ALT key held, type LORD LIGRABALLUS SMITHES THREE DOWN. Unpause the game and tell the dragon to get a feast! While you're holding this your team's invincible.

If anyone can help James with the other games he mentioned, please let us know by writing to the usual address.

aqua ventura

PERSONAL

On the options screen, hold Control and F10 — press Fire to start. You can now skip levels by pressing L and R to hit the tunnel section by hitting T.



Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!

brides of dracula

COMPLEX

When playing Braces, go right from the first screen and transform the first two women into vampires, taking them back to their castles. Return to the first screen again, make both men the left and the second table, and watch them just get the skulls on the floor. A vampire then appears, ready to be put into his coffin. Do this again and repeat to get all 11 vampires from slaughter victims.

the blues brothers

VIDEO MUSIC

Type 'HOLG' on the character-selection screen and the background colour changes from blue to red. Press T-E and space to access the said level with infinite lives.

bane of the cosmic forge

ON DRUGS

For loads of experience points go to Thompson's shop, enter and leave again. Turn right and go forward two spaces. Turn left, proceed to the end of the hall and turn right again. Go all the way down and pass through the two doors. Save the game, then mount the stairs, hold your finger on the left or right turn-key which opens your armoury, attacking wandering monsters you can kill for lots of points.

atomic robokid

ADVENTURE

Type 'TUESDAY 14th' on the title screen. When you hit fire you get a rather useful secret options screen.

deuteros

ADVENTURE

During play, press Caps Lock and then the 0 key twice. This changes the font with the first level and returns to normal with the second, allowing the player to advance. When a completed game appears there are two options: 1. Rebuild a feature while the clock is on only three can run out before the game proceeds into another world. 2. Use the 0 key twice. A resource station's

level is then built. 3. Press Caps Lock then the 0 key twice as before — the background scene stays with the first screen. After a 100-second wait, the first other screen shows.

crime does not pay

TITLE

Pause the game and type 'HALBARK IS THE KING' for infinite lives.

civilisation

ADVENTURE

Press ALT and R to randomise the leader's personality. In early versions, pressing shift and 12345678901 gives a complete world map that lets you see into enemy cities. Unfortunately, this feature wasn't included in later copies.

cabal

NET SCENE

Type 'SCHLICK' during the game and the border flashes. You have infinite lives, while F2 skips levels. Also, the Beast Busters, the crescent can be moved while the game's paused, making it easy to home in on the enemy.

ONE STEP BEYOND

■ Dave Harris of Merseyside has very kindly supplied us with a complete set of level codes for *One Step Beyond* — all one hundred of them!

1	48474	26	44215	51	40001	78	27720
2	38943	27	26706	52	54468	77	04473
3	22081	28	05284	53	20952	76	32793
4	62014	29	22089	54	27905	75	26666
5	21168	30	37473	55	22858	80	03223
6	17467	31	04026	56	08227	81	30689
7	37628	32	41489	57	82086	82	40212
8	55853	33	40225	58	05778	83	17785
9	27173	34	21488	59	03225	84	61677
10	18725	35	01477	60	08121	85	12006
11	43893	36	22905	61	10426	86	08847
12	65013	37	24442	62	18227	87	22153
13	38970	38	47407	63	28953	88	31000
14	34047	39	06213	64	47480	89	53153
15	01481	40	83520	65	10897	90	16817
16	41528	41	50033	66	58377	91	05234
17	49009	42	48217	67	03738	92	24861
18	25001	43	42214	68	02115	93	31085
19	08474	44	25285	69	03217	94	20596
20	03475	45	02273	70	82432	95	21485
21	41949	46	27658	71	62749	96	11885

22	28685	47	30541	72	59645	97	33319
23	31827	48	58289	73	58558	98	45255
24	81725	49	23514	74	50987	99	13089
25	49020	50	18487	75	42289	100	58344

THE SECRET OF MONKEY ISLAND

■ After speaking to the pirate leaders about the three trials, I can get to the swordmaster but cannot defeat her. Also, can you tell me how to get the idol of many hands and where to find the lost treasure? And how do I get across to Monkey Island?

■ No idea — can anyone help?

ACTION REPLAY

■ Due to the lack of Action Replay codes in most mags (except yours) here's a few info for you...

Bloodwych 4F22, 3 = 4E, 71 = info
spawning
B'wych Data Disk 3044, 3 = 4E, 71 =

Playing Tips!

Centurion — D.O.R.

info spawning
C10368, 7 = Talents
C0167 = 668 (max)
C21F54, 5 = Mangover
(18, 64 = 7000)
C21F51, 2 = Tefune
(max 8999)

Q*Generation

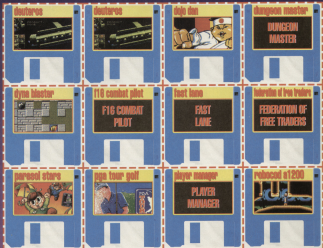
Q04C26, 7 = 4E, 71 =
info lives
C10408, 7 = 4E, 71 = info
granades
C14058 (TFD) = info lives
C2004569-614 = 4E, 71,
4E, 71, 4E, 71 = info fuel
C2004F4-7 = 4E, 71, 4E,
71 = info weapons
10208 = max

Deuteros

28826, 1 = 4E, 71 = info
fuel (station)
28850, 1 = 4E, 71 = info
fuel (D.O.M)

Rid Stoves 3

30812, 3 = 4E, 71 = info
everything 3047D = Fireball (see 400 (pg
Lunches)
C13758 = lives



Playing Tips!

Pitfall Dreams	3.26C (ED) = orbital laser 3A02F = lights 71 = info bats C0030F = lives C00311 = energy
Rick Dangerous	34872 (TFD) = lives
Rick Dangerous	17842 (TFD) = lives 17842 (TFD) = bombs D18748, 7 = 42, 71 = info lives
Tikal: The Fox	C12300-5 = 42, 71, 45, 71, 42, 71 = info energy 8024C (TFD) = info lives 4503C (TFD) = info lives
Wubbal	
Wubbal	

If the code has TFD after it, use the ID address. All others use the ID command. For the ones marked 42, 71, and page 38 in the manual.
Andy Larsson, Tampabay, Devon

■ **Cheers Mark** — Thanks, too, for the 18th tip we used in Cat Cat 'n' Cheer.
It's always difficult to differentiate between 'C' and zero and 'I' and one in hand-written notes. If your code doesn't work, try a little wrapping.

EYE OF THE BEHOLDER

■ Having read your October issue, I can help Jonathan Couch who's having problems with Eye of the Beholder. I can give you the complete solution to the game, but I'll have to be in moderation, as I completed it a while ago, and I'm replacing it to see how I did it.
Here are the solutions to the first three levels. The maps for these are provided with the game.

LEVEL ONE

This level's fairly easy and needs very little help. The Monsters, Kobolds and Giant Leeches aren't a problem.

Keep half of the hailing bones found at the beginning, as they can be resurrected at a later date to create another party member.

In the bottom right-hand corner, there are two zig-zag corridors coming to dead-ends. Push the control blocks on the walls to the side, and record doors will open.

The door has changed slightly since the map was drawn, but it's still fairly easy to negotiate.

To leave the level, place an object on the floorplate in front of the door. The door shuts. Step to the right and push the button. The door re-opens and plays open.
Damen Jordan

■ **Cheers Darren** — that's all we had room for this month, but look forward to levels two and three next issue!

This month's subscription winner is Darren Jordan for his ace guide to Eye Of The Beholder. He couldn't fit in everything he sent, so stay tuned — more next month!

Keep the tips, cheats and hints coming in. The more you send, the more we print and you can never get too many tips!

dungeon master

SYSTEMS

To dispatch monsters without a fight, go through a door and stand on the other side. When they follow, repeatedly slam the door on their heads.

dojo dan

COMPRESS SOFTWARE

For infinite lives, type 'WOOLNRIDJHSEVTT' during play. You also get a permanent shield which can be activated by pressing 5.
F8 completes the level, and F9 the section.

deuterios

SYSTEMS

Go to London or orbital station, hold down Shift and press C. The screen goes green. Now hold Shift and press C. Click on any box, preferably Master Control, and return to the attack screen. It looks like there's one of every researched product in stock, though you're actually an infinite amount of hard. Other space stations can be built with one frame section. Hold — it's this fast, take a stab at it.

When you're about to be destroyed by a Mechanical Beast, keep in the corner with a picture of an Orbital Factory on it. Advance time until the picture of the factory disappears, then go to the square with the self-destruct-mechanism. Activate it, then hit it off straight away. You should find you're your enemy back with 200 scores.

lederation of free traders

SYSTEMS

To sell any of your goods for loads of money, press T and Return on the cat to talk to the alien as stated on the other screen. Keep it low, and for others you something, then enter a ridiculously huge number. He says you have insufficient funds — log off. Now, when you log on and anything, it goes for whatever you entered.

fast lane

CARDS

Whatever the manual says, there's an automatic gearbox option — press G to toggle between manual and automatic modes.
Pause the game with F1 and then reengage with the space bar when qualifying. The time's now frozen, allowing you to go as slowly as you want and remain in pole position.

f16 combat pilot

ACTION

To avoid landing, try the following: lift your fuel, weapons and climb to 45,000 ft. Stay there until your fuel runs out, then towards the ground and at 10,000 or 11,000ft pull up hard. You can then rise about 4,000 ft and start falling towards the ground, just as you hit the deck, the mission ends safely.

dyna blaster

PLAYERS

Level Codes:
3-1: MXVCLSH
4-2: ROCEGMPU
5-1: ROCLSEW
6-1: ROFVWHL

reboced a1200

MISSIONS

On the title screen type O-S, FRIENDLY. Typing M during the game now calls up a level access menu.

player manager

GAME

Buy young, cheap players and keep them for a whole season. Next year their price increases — you should have no trouble selling them for a big profit.

pga tour golf

ELECTRONIC GOLF

Before you start the first hole, enter tournament statistics. Look through them for a white and play as normal to activate cheat mode.

parasel stars

GAME

Type CYMB during the game, then hit the following keys to activate the cheats:
D: Level Skip
C: Extra Credits
B: Bonus Screen
G: Kill All Enemies
M: Collect All three Stars

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LOTUS ESPRIMO TURBO CHALLENGE

Even more playable than its two-classy siblings, this is the two-player driving game. The rollercoaster 3-D action is super-fast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



THREEBIES!

SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as until removes the risk of backtracking in the extensive underground levels.



MANIX

A souped-up variation of the (classic) 2-Berl-out-2s, this has you jumping around the screen's 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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Next Month!

FORTHCOMING ATTRACTIONS

IN NEXT MONTH'S AMIGA FORCE

MEAN BUSINESS!

We've been thoroughly impressed with *Mean Streets* from ICE — next month we'll bring you the full review of what could be the sleeper hit of the year!



FRONTIER PLAYERS' GUIDE

From *Lave to Sit*, we're already preparing our first batch of playing tips that will get you trading and sailing in no time! *Frontiers* on combat, missions, trading (without the automatic profit), legal trading and just about everything else you ever needed to know will be there in full. Prospective millionaires shouldn't leave home without the *Frontiers* guide!



Dennis
ISSUE
14 — ON
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DEC!

amiga
FORCE

**SPECIAL
RESERVE!**

Dear Mr Newspaper

It's no good, I can't do it. I can't face life without my beloved **AMIGA FORCE** — should I miss an issue, suicide will surely follow. Save me from a fate worse than Atari ST-ownership and reserve me a copy every month.

MY NAME

MY ADDRESS

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Just in case you didn't know, **AMIGA FORCE** is published by Impact Magazines, and distributed by COMAG. Thanks!

GET MENACED

Dennis the Menace, Dennis, is on its way, giving you the chance to menace the neighbourhood without getting into trouble!

GETTING NUTTIER...

More shenanigans from the Mancunian folk, Mr Natty just missed out on the Christmas **AMIGA FORCE**, but he's planning to come out of hibernation in time for our New Year special. It seems like it's going to be a real can't!

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■ CHRISTMAS 1993 ■

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1994

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